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FULL REPORT FROM THE BIGGEST GAMES SHOW IN THE WORLD STARTS ON PAGE 6...

E3

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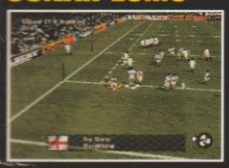
The worm returns inside...

CROC



Mario on the PSX?

JONAH LOMU



The Saturn gets the big guy

DRAGON FORCE

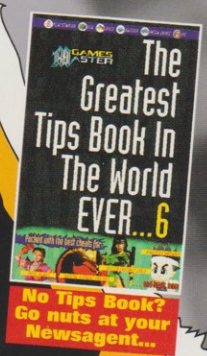


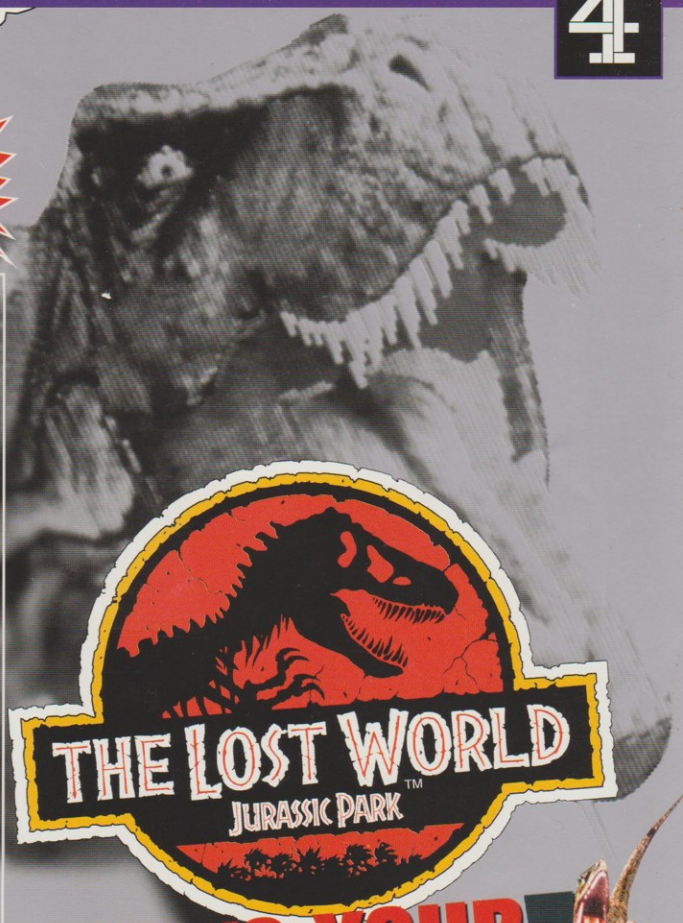
Fantasy strategy on the Saturn

BOMBERMAN 64



Comes to the N64 with a bang!





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GAMESMASTER
ISSUE 58 AUGUST 1997

WELCOME TO THE DINO-MIGHT AUGUST ISSUE!

I'm on a bit of a high. I've just got back from Atlanta and one of the biggest videogame shows in recent years, E3 – the Electronics Entertainment Expo. To call it amazing would be the biggest understatement of the year.

To give you a sense of scale there were an estimated 1500 titles on show and, fighting through the crowds, it took nearly seven minutes to walk end-to-end – that's without stopping to look at a single title.

And it really was wall-to-wall games. There were no new hardware launches (M2 was casually swept under the carpet) and it really turned into the battle of the software. E3 '97 marked the debut of *Banjo and Kazooie*, Nintendo's new N64 heroes, while Sega relied on trusty blur-boy Sonic in their new Saturn racer. Sony, on the other hand, unleashed the second coming of *Crash Bandicoot* unto the world, while backing up their extensive range of exciting new games with the likes of upcoming star *Captain Blasto*.

Hotly anticipated new titles like *Tomb Raider 2*, *Mortal Kombat Mythologies* and the new Star Wars beat-em-up from LucasArts, *Masters of Teras Kasi*, were also playable. And we spent hours playing the buggers too.

Our coverage kicks off this issue on page 6, with a round-up of some of the most important new games. Don't miss the next few issues of GamesMaster when we'll be going in-depth on all the major titles...

Marcus Hawkins

Our promise to you the readers...

- We always put the considerations of you, our readers, first – from the fairness of our game reviews to the accuracy of our tips and cheats.
- Here at GamesMaster we're all devoted game players and put together a magazine which we think others like us will enjoy.
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- We read every letter you send to us, and always answer the best ones in the magazine.
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GAMESMASTER #59 – ON SALE WEDNESDAY 6TH AUGUST

ANYTHING CAN HAPPEN OVER THE NEXT 97 PAGES...



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PAGE 6 STACKS OF HOT NEW GAMES!



PAGE 26 HAS SEGA RALLY MET ITS MATCH?



PAGE 64 HOTLY ANTICIPATED NEW TITLES!



PAGE 66 YOUR GUIDE TO SUCCESS!

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GUESS WHO'S COMING TO DINNER?

THE LOST WORLD
JURASSIC PARK™

PAGE 12

THE LOST WORLD

Jurassic Park bites back!

Check out the PlayStation, Saturn, PC and arcade versions of the hottest movie this summer.



nowloading...

INSIDE A STUFFED GAMESMASTER 58

EXCLUSIVE!

PAGE 6

E3

The greatest videogame show on Earth – and we were there. Tons of new PLayStation, Saturn and N64 games – be the first to see them all!

MARIO KART 64

The ultimate guide

Every short-cut exposed along with tips on how to win on every track. There's no looking back...



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RESIDENT EVIL

The Saturn version's here

The first pictures of Sega's gore-a-thon in all its gory glory, plus news of the Saturn-exclusive extras.



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QUAKE

The Saturn version draws closer, and it's looking better than ever...



PAGE 18

V-RALLY '97

Has the PlayStation finally got itself a Sega Rally-killer?



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HUDSONSOFT'S LATEST AND GREATEST

Hot from Japan, latest news and pics on Bomberman 64 and Dual Heroes...



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ALL THE REGULARS

BIG NEWS!

Incredible first shots of Sonic R, Banjo Kazooie, Crash 2, Sega Touring Car, Extreme G and much MUCH more!



PAGE 6

HOT PREVIEWS!

Resident Evil, Quake, Croc, Virtual Springfield, Ballblazer Championship... the list just goes on. Look here...



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HUGE REVIEWS!

The latest batch of releases get a good going over from the hardest and most opinionated reviewers ever...



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TIPS & CHEATS!

Over 20 pages of top tips including our gamebusting guides to Mario Kart 64, Rage Racer and Micro Machines v3...



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SPECIALS!

The Joypad Jury convenes this month to sort the best rally game from this month's two top PlayStation efforts.



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SUBSCRIBE!

Get GM delivered to your door and get it before it hits the shops. Plus you get cash knocked off. Can you really afford to miss it?



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PLUS

The most up-to-date videogame listing guides you through the minefield of buying a game...



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games network

GM's news feed direct from E3...

the month in... E3

THE COVER NEVER LIES. AS WE STATED ON THE FRONT OF THIS MONTH'S ISSUE THERE WERE INDEED 1500 NEW TITLES ON SHOW AT ATLANTA. OCCUPYING 534,000 SQUARE FEET OF FLOORSPACE, THE SHOW WAS STACKED TO THE RAFTERS WITH A WIDE VARIETY OF NEW SOFTWARE – EVERYTHING FROM *DAIKATANA*, THE NEW FIRST-PERSON SHOOT-EM-UP FROM THE MAN THAT BROUGHT YOU *QUAKE*, TO EXCLUSIVE VIDEO FOOTAGE OF KONAMI'S NEW N64 ADVENTURE *HYBRID HEAVEN*, TO THE SLIGHTLY MORE SURREAL WORLD OF *STAR WARS MONOPOLY* AND *FROGGER 3D* FROM HASBRO INTERACTIVE. WE'LL BRING YOU THE FULL, UN-EDITED HIGHLIGHTS OF THE SHOW NEXT ISSUE, BUT IN THE COLUMNS OVER THE NEXT FEW PAGES YOU'LL FIND HERE'S A SMALL SAMPLE OF SOME OF THE HIGHLIGHTS...

QUAKE 2



PC: The show proved how important sequels are, and this little-known number was no exception. Essentially, only the engine is up and running, but it's already looking dreamy.

APOCALYPSE





PSX/PC: Bruce Willis stars in one of Activision's high-profile titles. A futuristic adventure-based shoot-em-up, the old Bruster was motion-captured for the part as well, with Demi turning up to see how a videogame's put together...

Atlanta was the place to be recently. Host to E3, the Electronics Entertainment Expo, it saw the debut of several key new console and PC titles and the sequels to some of last year's most important games. We sent our jet-settin', game-plain' Editor over to play all the new games, and over the next five pages you'll see the major titles that were on show. But even here we only scratch the surface. Next issue we'll bring you a full report. In the meantime, get a load of what you'll be playing this winter...

E3

SONY

Stealing the show with sheer volume of new games, Sony's stand featured all the major third party titles, as well as its own home-grown stuff like Crash 2 and Rapid Racer. PlayStation owners are in for a treat over the next two years...

CRASH BANDICOOT 2

Already this is shaping up to be bigger than the first game (and probably bigger than God while it's at it). Criticisms have been listened to and variety added by the skipful. This time round you can take everyone's favourite orange marsupial through a game which is twice the size of the original. The levels aren't so linear now either.





There's a new into-the-screen jet-pack level which is fab, especially with the new analogue controller.

Our man Neo Cortex is back again, this time with an even bigger mutant army out to conquer the world.

HANDS ON...

Miles better than the first game. That essentially sums up *Crash 2*. It's going to have a lot tougher analogue-compatible competition out there this time though, with the slick engine of EA's *Croc* impressing us. But its sheer size should ensure its success.

MARCUS HAWKINS

RAPID RACER

Not another steaming trip around a Mediterranean coastal resort in one of Namco's plum motors, but Sony's own powerboat racing game being developed by the *Porsche Challenge* team. As you'd expect, realism's a high priority.

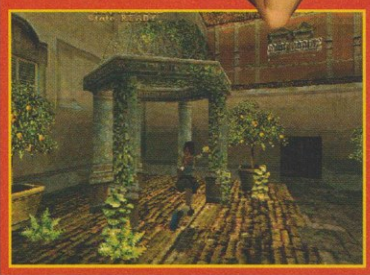


There's a satisfying arcade quality to the game: Collect the green floats to get yourself more turbos, while avoiding the evil red ones that slow you down.

TOMB RAIDER 2

The Eidos stand was a major attraction at E3, and no wonder with the new 'real-life' Lara Croft strutting her stuff there and several semi-naked ladies strutting around as characters from Core's *Fighting Force*.

The PC version of The Most Awaited Sequel In History™ seemed more advanced than the PSX one and the crowds queueing to play it were understandably huge. Core are confident sales of the sequel will outstrip the first game. Oh yes.



The game takes in a much greater variety of locations than in its predecessor. On the surface though, it would seem to be more of the same second time round, but that's hardly a bad thing, is it?

METAL GEAR SOLID

Voted the game of the show by many people (even though it was still only on video), Konami's explosive title looks like being this winter's hottest title.

See issue 57 for more details on this beauty...



FINAL FANTASY 7

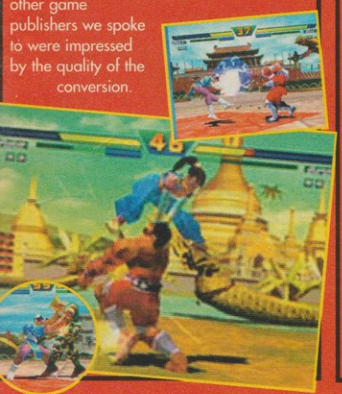
Square's superb PlayStation RPG had its own stand at the show, such is its importance.

We're still hoping the English (or rather American) language version if this essential RPG appears over here in September.



STREET FIGHTER EX PLUS

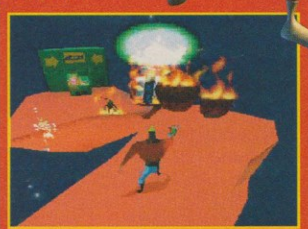
The old *Street Fighter* fever's back. The conversion of Capcom's tasty *Tekken*-like *SF EX* certainly attracted the crowds. Even other game publishers we spoke to were impressed by the quality of the conversion.



CAPTAIN BLASTO

Still very early and looking decidedly empty, *Captain Blasto* is being geared up as one of the biggest PlayStation games in the US this Christmas. More on this next issue.

Stop the alien invasion of Earth! Go on!

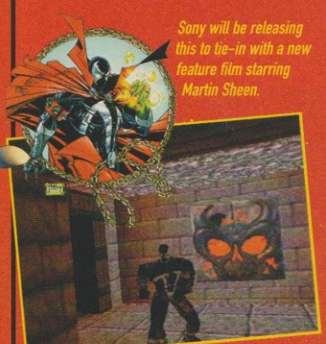


Captain Blasto looks like one of those space-based Warner Bros cartoons starring Marvin the Martian.

SPAWN

Or *Spawn: The Eternal*, to give it it's full title, is a first-person scrolling beat-em-up set over 18 levels and three time periods. It's based on the comic book series.

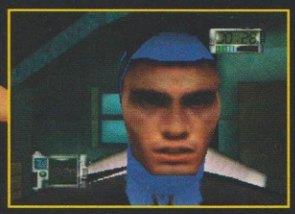
Sony will be releasing this to tie-in with a new feature film starring Martin Sheen.



The floating camera will be adjustable in the final version.

themonthin...E3

MISSION: IMPOSSIBLE



N64: Like several N64 titles, this was only present in video form. Ocean's film license isn't going head-to-head with *GoldenEye 007*. Instead, it's more adventure based and follows the plot of the film relatively closely

FIGHTING FORCE



PSX/SAT/PC: Core Design's assault on the *Streets Of Rage*-style of scrolling beat-em-up has certainly come on in leaps and bounds. All the characters are in place and the degree to which you can mangle most of the scenery is quite exhilarating...

WILD 9S



PSX/SAT: STILL being developed by Shiny Entertainment, this superbly lit platform-flavoured adventure is packed with some nine levels, all of which are, *well*, wild. Compete in a balloon race! Disassemble a train! Fight Filbert the giant frog! Gumph.

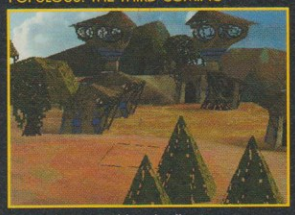
GRAND THEFT AUTO



PSX/PC: BMG's top-down romp is much more than a simple racing game. You have to avoid the cops, take on jobs for a crime syndicate and steal other cars to take you round the city (which it'll take you three minutes to drive end-to-end). Funky stuff.

themonthin...E3

POPULOUS: THE THIRD COMING



PC: Eight years old and still going, Bullfrog's classic God Sim comes over all personal in this new outing. New powers and heaps more strategy ensure that you'll be glued to each 3D sphere of a world until you crack it. Can it possibly fail?

FROGGER 3D

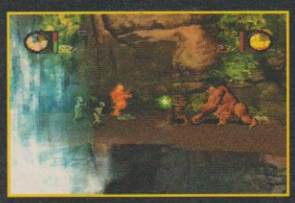


PSX/PC: The game that single-handedly got more people playing games than anything else gets a '90s 3D update thanks to Hasbro. 50 levels packed into ten worlds should ensure there's plenty to keep you going, as will the multi-player element...

MARVEL SUPER HEROES



PSX/SAT: Capcom's latest super-powered smack-fest was up and running, and rather speedy and addictive it was to. Top stars like Spider-Man, Wolverine and the Incredible Hulk really give this punch, and the *X-Men* game engine turns up trumps.



FANTASTIC FOUR

PSX: Acclaim are ensuring you won't be short of super action this year either. This time though, it's a scrolling beat-em-up affair, powered by both third-person and first-person perspectives. Up to four players can take part in co-operative style play over its 22 different levels and there's even a four-way top-down racer to keep you going while the main game loads.

SEGA

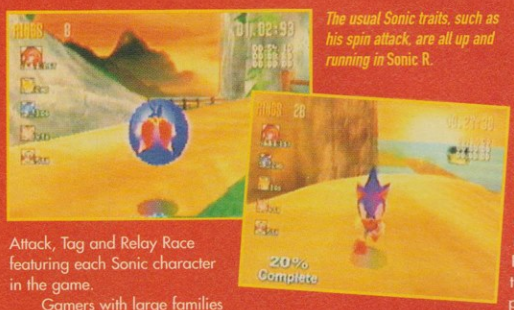
A demonstration of versatility marked Sega's presence at the show. With several new titles for the Saturn, their new PC range and a plethora of arcade cabinets – The Lost World the most impressive – their stand was packed to bursting point...

SONIC R

The big surprise at Sega's stand was a playable – if only one level – version of the latest outing for the thorny blue devil.

Sonic R is a racing game with a twist – there aren't any wheels in sight. You simply choose one of the five initially selectable characters from the Sonic universe (Sonic, Tails, Knuckles, Emmy and a mad-as-a-fish Robotnik) and leg it, literally, around five Sonic world-inspired circuits.

There's currently only the clearly Green Hill Zone flavoured track up and running in a playable form, but already you can see how seriously addictive this is going to be. There are plenty of familiar items littering the 'run'way, including speed-ups, rings and the like. There's also seven race modes to back this up, inlcuding Ring Attack, Tag and Relay Race featuring each Sonic character in the game.



The usual Sonic traits, such as his spin attack, are all up and running in Sonic R.

Gamers with large families and plenty of mates will also be happy to hear of the inclusion of a Multi-Play Mode, which will allow up to four players to compete simultaneously.



There'll be plenty of hidden characters.

Leg it under the hovering platforms to get a free nitro burst for 'hog boy.

Sega, in a move that wouldn't shock millions, are relying on the bumper creative talents of the Sonic Team to come up with the goods as far as 'Sonic's true debut on the Sega Saturn' (as they're now describing it) is concerned. But they're also getting the talented code-monkeys at UK-based Traveller's Tales – the people currently working on 3D PlayStation adventure game *Rascal* for Psygnosis – to do the actual programming work for them.

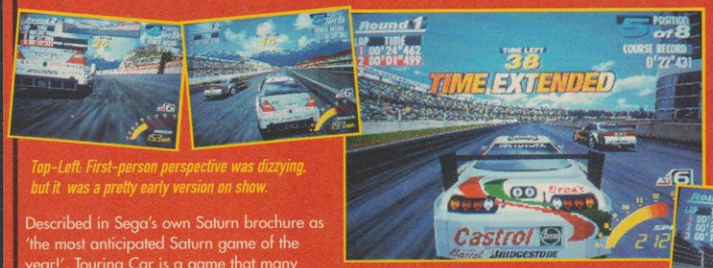
A release date, as you'd expect, is a little sketchy at the moment, but there's already a whisper of a November outing at Sega Central. Let's hope the buggers manage to make it in time...

HANDS ON...

It was still very early (about 40% complete) and the controls weren't finalised, but the analogue pad.was very responsive. All the usual Sonic 'furniture' is in there, inlcuding loops, which the game takes control of you on. Can't wait to try multi-player.

MARCUS HAWKINS

SEGA TOURING CAR CHAMPIONSHIP



Top-Left: First-person perspective was dizzying, but it was a pretty early version on show.

Described in Sega's own Saturn brochure as 'the most anticipated Saturn game of the year!', Touring Car is a game that many Sega racing fans, hungry after the launch of Sega Rally., are desperate to get hold of. It features four souped-up cars: the Alfa Romeo 155 V6T, the AMG Mercedes C-Class, the Opel Calibra V6 and the Toyota Supra. There are also three circuits to compete on, four modes of play and three different driving styles to test out. As you'd expect – no, DEMAND, Godammit – there's the tried, tested and thoroughly approved two-player split-screen mode in there as well, although we've yet to see that.

One thing you can say about it though, is that it's faster than a steaming piglet.



The sense of speed was awesome – the road textures certainly helped.

The three tracks each show a clear advance up the difficulty curve, and we ended up sliding and gliding all over the shop during the final corner-ridden track.

Like *Sonic R*, *Touring Car*'s only about 40% complete and isn't scheduled to arrive until December. In a surprising move it's also due to be launched on PC at the same time.

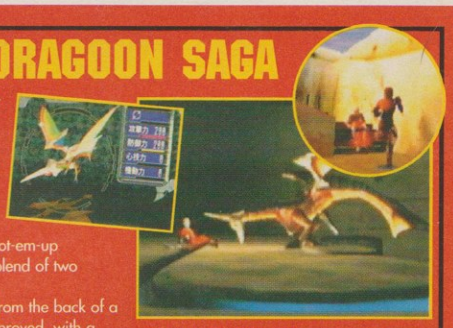


HANDS ON...

I wouldn't dare to judge *Touring Car* yet – it was obvious how raw it was by the lengthy portions of juddery slow-down. The analogue controls performed effortlessly – as in *Manx TT*, accelerate and brake on the trigger buttons aid power-sliding no end.

MARCUS HAWKINS

PANZER DRAGOON SAGA



The RPG set in the *Panzer Dragoon* universe is beautiful, if nothing else.

The thing is, it's a lot more than 'nothing else'. Mixing *Tomb Raider*-style exploring sections with the traditional *Panzer* shoot-em-up sequences, this is a tight blend of two gaming styles.

The actual 'blasting from the back of a dragon' bits are vastly improved, with a charge meter at the bottom of the screen allowing you to gauge when to unleash your attack. Let it build up to far in the hope of unleashing a hugely destructive blast, and you're likely to be caught by an attack from the enemy – borders appear on-screen so you know when you're about to receive some incoming fire. Oh, and it *is* very beautiful. Just look at these screenshots...

Top-Left: Watch your dragon mount morph as you take it through its various incarnations.

The control interface, although complex to look at, was dead easy to get into.



HANDS ON...

I wasn't a huge fan of the first two games, but like the blend of the world's finest coffee beans, this should prove my cup of tea. Or something. The play-mechanics aren't complicated and the action's constant. One of the best Sega games on show at E3.

MARCUS HAWKINS

SWWS '98



The upgrade of *Sega Worldwide Soccer*. Improvements? Yes please... English, Spanish, French premier leagues, vastly improved goalies, improved player AI all round, three new stadiums... Oh, and the US-influenced stat-tracking, play-by-play commentary and instant replays.



Unquestionably one of the finest footy games on show.

LAST BRONX



Admittedly, it's not as renowned as the *Virtua* or *Vipers* games, but AM3's conversion of their street brawler is pretty slick by anyone's standards.

It uses the Saturn's high-res mode and there's some lovely animation going on in there. It's a pity there are only eight characters, mind – most home beat-em-ups are packed with characters to choose from. Still, they do pack fearsome weapons.

It's due to arrive this winter and like *Touring Car*, Sega are following a dual-release strategy, bringing it to PC owners at the same time.

Ooooshkaa! The sense of actually hurting the other people is very convincing.



The usual Sega play-mechanics are carried over to Last Bronx.

HANDS ON...

Strange one this. The person I played against at the show seemed to find it harder to get into than previous Saturn arcade conversions. Once you do get into it, the weapons form an integral part of the gameplay – they're not just bolted on.

MARCUS HAWKINS

ENEMY ZERO

The Saturn's becoming rather adept at providing us with slick, cinematic adventures. Enter *Enemy Zero*...

It's your job to hunt out and kill a mysterious force that's killing off a ship's crew lost in deepest, draughtiest space.

Not the most original plot in the universe, but wait until you see those visuals. The motion-capture, especially on the heroine, Laura Lewis, is stunning, and the musical score is provided by Michael (The Piano) Nyman, enhancing the atmosphere even further. Schpooky...



The animation is some of the best we've seen in a game of the D *and* Torico *variety. It's dead gruesome too.*

DUKE NUKEM 3D

What can we tell you that you don't know already? How about that the Saturn version of this classic in-your-face blaster includes 29 levels, a Saturn-only section, ten weapons, more than 20 power-ups and nine devious enemies? Oh, and if you want to know about *Quake*, which was also on show, turn to page 18. Sources tell us that it's not coming to the PlayStation now...



A decidedly chipper conversion.

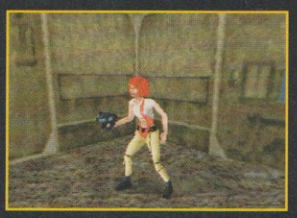
themonthin...E3

STAR WARS: MASTERS OF TERAS KASI



PSX: *Be* Chewbacca and have a pop at Princess Leia in LucasArts' new Star Wars beat-em-up. The play mechanics are similar *Tekken*'s, in that each of the four attack buttons represents a different limb. It's still early, but it's not shaping *too* well.

THE FIFTH ELEMENT



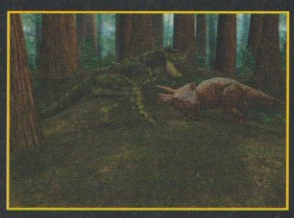
PSX/PC: It was rather surprising to see a raw PC demo up and running at the show, but already it seems to be accurately representing Luc Besson's film. You can tackle the game's 15 fully 3D levels as either Leeloo or Korben Dallas. Sch-mart!

NUCLEAR STRIKE



PSX/PC: In the sequel to *Soviet Strike*, you've off to the jungles of Southeast Asia, out to stop a madman who's holding the world to ransom with a nuclear threat. Nowt surprising with the plot there. New features include a funky Heads Up Display.

THE LOST WORLD: JURASSIC PARK



PSX/SAT: Turn straight to page 12 – do not pass Go!, do not collect £200 – to find out the full exclusive details behind DreamWorks' dino-based arcade adventure. *The Lost World* had a large presence on Sega's stand, occupying equal space as that devoted to Sega's own home-fermented *Last Bronx* or *Panzer Dragoon Saga*. A promising title, this...

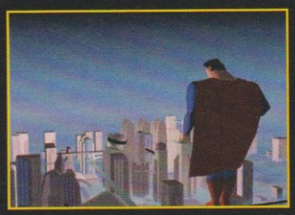
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BATMAN AND ROBIN



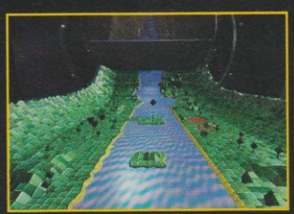
PSX: Our exclusive cover game from last issue certainly attracted a crowd at E3. Fair enough, the controls seemed fairly tricky to get to grips with at the start, but soon everyone was running around Gotham like Lara Croft herself. Dark.

SUPERMAN



PSX/N64: Titus' long-awaited 64-Bit Metropolis frenzy debuted at E3 in the form of a video. It mixes adventuring and beat-em-up sequences.Oh, and it's coming out on the Game Boy as well. But not until the end of the year.

SILICON VALLEY



N64: Being developed in Dundee, this shows British developers working their kecks off to bring us off-the-wall lunacy. Travel around the globe as a spider-thing, leap into the bodies of various animals and help solve their problems.

FIFA: ROAD TO WORLD CUP '98



PSX/SAT/N64/PC: There's no escaping the fact that the FIFA series has come under a bit of flack of late. Could this sort its reputation out? Kick off in the qualifiers with 172 teams in 16 international stadiums and get yourself one of the 32 positions in the final rounds in France. EA are certainly shouting about the hundreds of new animations. And so they should.

NINTENDO



Nintendo's Rumble Pak: GoldenEye 007's the latest N64 game to take advantage of the 'immersive' power of this joypad vibrator.

With no showing of the 64DD or any of its games, the big N relied on two attractive-looking action-adventures from Rare to pack in the N64 thrills...

BANJO-KAZOOIE

The debut of Nintendo's new N64 heroes was met with intense interest. Developed by UK-based Rare (do we need to mention *Donkey Kong* or *Killer Instinct*? Didn't think so...), the game features the two characters of its title, a male honey bear and a female red crested breegull.

The two characters are in fact one, with Banjo carrying around Kazooie in his back-pack. You can toggle between the two as you need them: Kazooie's useful for running fast and flying, while being Banjo allows you to collect eggs, attack enemies more effectively and the like.

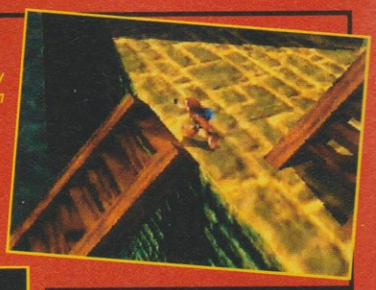
There are 16 levels altogether, each offering bucketloads of challenge and some rather bizarre characters – orange-throwing gorillas anyone? One of Nintendo's hottest titles.

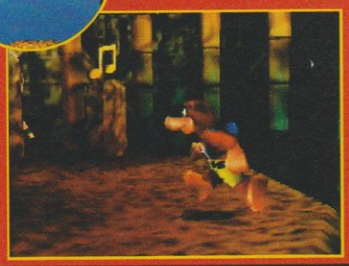


Kazooie allows you to fly to hidden areas.



Banjo and Kazooie (in Banjo's backpack) have a combination of 24 moves.





HANDS ON...

Did someone say "*Super Mario 64*" at the back there? It does handle in a pretty similar fashion, and there would seem to be an equal, if not deeper, level of exploration and gameplay. Nintendo are putting a lot of faith in *Banjo-Kazooie*. It shows.

MARCUS HAWKINS

CONKER'S QUEST

They're just showing off now, aren't they? Rare, that is. With their second game of the show, another Mario-u-like. And thoughts of *Super Mario 64*, complete with buck teeth really do begin silting up your mind – mainly thanks to the controls being spookily similar. Similar to Rare's own *Donkey Kong* games, there are two characters to deal with. You must use the talents of Conker the squirrel and Berri the chipmunk in tandem if you're to collect all 100 presents scattered throughout the levels. Collect those conker nuts to fuel that catapult squirrel-boy....



The top-right gauge shows your conker count.





The C-buttons shift the perspective, as in Super Mario 64.



HANDS ON...

Clearly aimed at the young at heart, *Conker's Quest* doesn't tax the old brain too much. But it certainly gives the eyes something to chew on. The graphics are bold and bright and the arcade adventure style will appeal to plenty of gamers.

MARCUS HAWKINS

GOLDENEYE 007

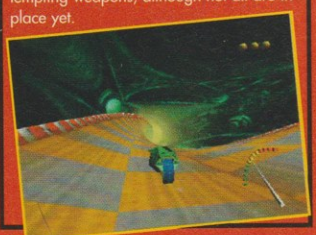


The four-way deathmatch. Why didn't Doom 64 take this route?

As well as the regular following-the-film's-plot single-player game, there are both a two-player and four-player deathmatch modes. The engine is slick, enemies keel over like those in *Turok*, clutching their wounds (although they disappear, unfortunately) and the weapons are superb – the sniper rifle allows you to zoom in and hit the bullseye. The attention to detail is astounding – you have to shoot out the lock before you can barge down a door for example!

EXTREME G

From the hands of Acclaim comes this tight, taut, gimme-me-eyes-back scream of a futuristic racer on the N64. "*Wipeout! Wipeout!*" screamed everyone from early screenshots. But this cranks the speed up further. And, in true N64 tradition, there's a four-player split-screen mode which doesn't seem to lose any speed! The finished game will feature a stack of tempting weapons, although not all are in place yet.



F-ZERO 64

Although not present at the show in any playable form, Nintendo's '97 update of their futuristically cutesome racer *F-Zero* still attracted wild speculation. The first screenshots to emerge from Nintendo HQ show that the development team are keeping it true to its 16-Bit roots, although as expected there'll be a four-player option. There's liitle information at present, but you'll be the first to know as we get it.

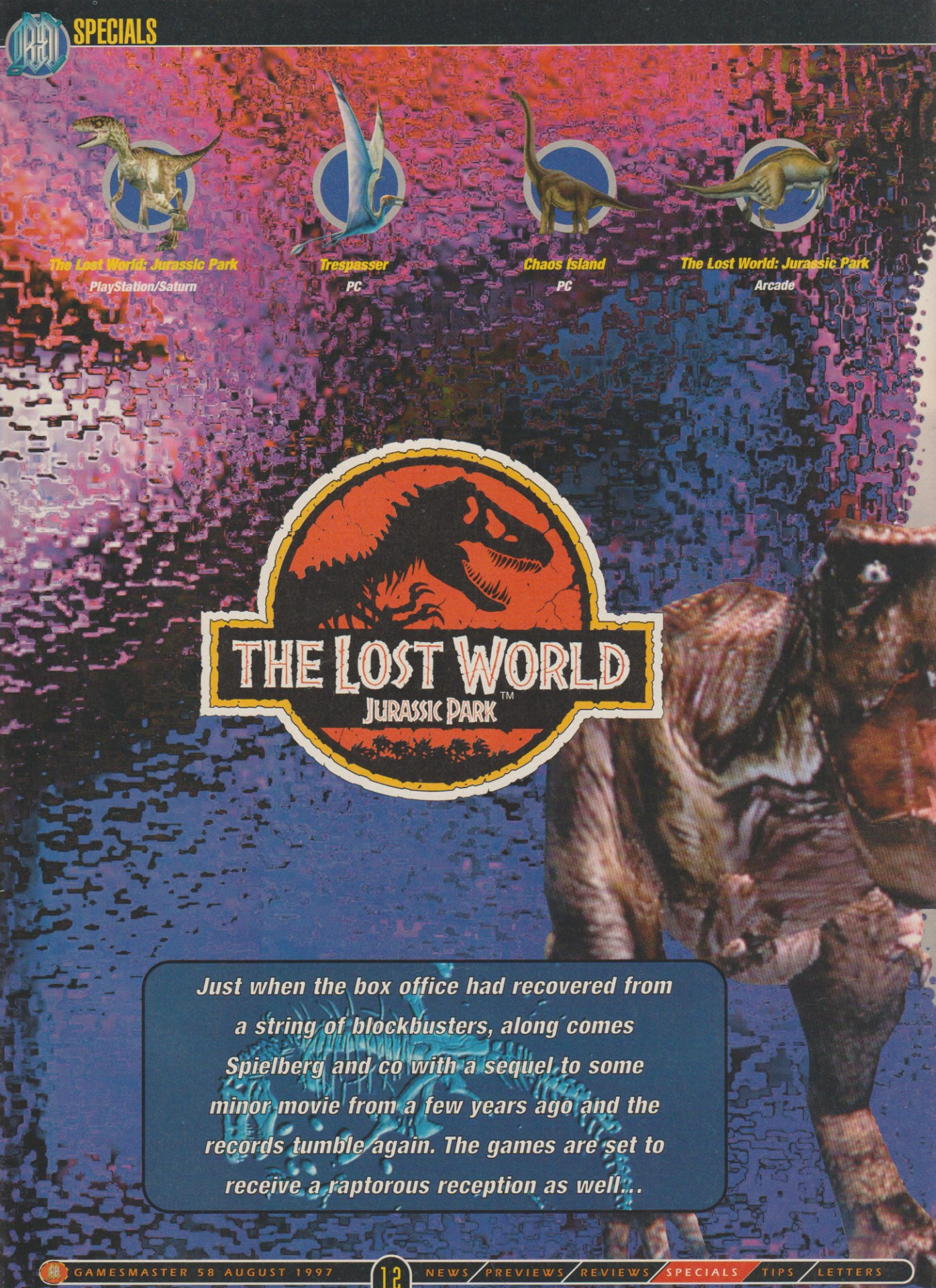


Another SNES classic gets the 64-Bit treatment.

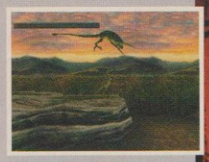


F-Zero 64 still wasn't playable.


MIB
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EDITOR JAMES MILLER PRODUCTION DESIGNER BO WELCH DIRECTOR OF PHOTOGRAPHY DON PETERMAN, B.S.C. CO-PRODUCER GRAHAM PLACE PRODUCER STEVEN SPIELBERG BASED ON THE MALIBU COMIC BY LOWELL CUNNINGHAM SCREEN STORY AND SCREENPLAY BY ED SOLOMON PRODUCED BY WALTER F. PARKES AND LAURIE MacDONALD DIRECTED BY BARRY SONNENFELD
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Just when the box office had recovered from a string of blockbusters, along comes Spielberg and co with a sequel to some minor movie from a few years ago and the records tumble again. The games are set to receive a raptorous reception as well...



Your energy bar is almost out, this could be your last move.



These cute little dinosaurs are real bum-biters in the movie.

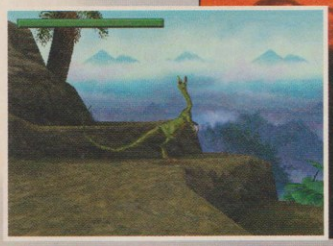


The compy stages are almost platform-like.



The scenery's lush – some stages allow you to head into the screen as well.

The animation on the dinosaurs is lovely – you can make them stand and stretch...







THE LOST WORLD

Movie licenses tend to be pretty high profile affairs (unless the publisher knows something we don't and tries to hide them under the carpet), and they don't come much more higher profile than Steven Spielberg's latest effects-laden extravaganza, The Lost World: Jurassic Park.

The film is already breaking records, both in the box office and in the shops as the merchandising machine is cranked up to full speed. Just about the only piece of merchandise that isn't going to be plastic and tacky this time will be the various videogames that are being released to allow you to explore Site B in your own home.

And rather unusually, instead of doing different versions of the same game for different machines, Dreamworks and all the other *Lost World* development teams are producing completely different games. So the chance of tedious-as-hell platform games are slim, to say the least.

GamesMaster, being the gaming gurus that we are, were the first to be whisked to a secluded island off the coast of Costa Rica to take a look at the next crop of big movie games. The T-Rex of all the games will be the identical PlayStation and Saturn versions that come out in September.

Spielberg's Dreamworks team are developing the PlayStation version while Sega blagged the Saturn version to publish themselves. It sounds like it's going to the scariest thing ever as you are hunted by 25 different species of dinos through 24 levels. The aim isn't to win, it's to survive.

Best of all though, you're not just limited to humans. There are five different characters to choose from. You could be a scientist or a human hunter, but let's face it, it'll be loads more fun to be a raptor, or a cute little compy or even a massive foaming-at-the-mouth, mad-in-the-face, not in the best of moods T-Rex.



Dreamworks are using all manner of graphical wizardry and lots of flash 3D tricks to create a game that is worthy of the Jurassic Park brand. You start the game as a compy – the smallest dino of the lot, and one that gets picked on by its bigger mates all the time – who gets to run, bite, claw and fight its way through the levels. From here you get to assume all the other roles, but regardless of who you are, you still have to try and make the best of what you've got, be it using the weapons, the scientist's intellect or the T-Rex's fist-fighting abilities.



You'll find out why dinosaurs became extinct when you control this little dino-bleeder.



Warning: Low-flying dinosaurs in the area.

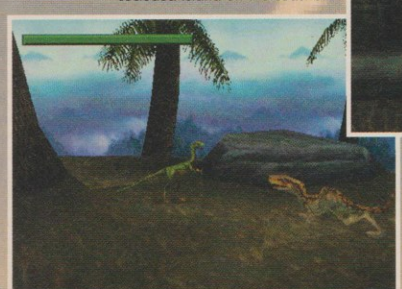
Dinosaurs of gaming

Just as you thought the old gaming systems were becoming extinct we hear about a Mega Drive version of The Lost World *that Sega have in development. The clever money is on the game being released at Christmas in the UK. THQ are also working on a Game Boy version but there is no SNES game in development at the moment and it looks as though the N64 will miss out on dino-madness this year too. The Mega Drive version will be out in July in the US (although ithis is a prvisional release date) and features an isometric style of play with four wooly mammoth levels, each with four stages and a boss level. There are six different species of dinosaur to deal with and you can imagine that they will be the 'classic dinos (T-Rex, raptor etc).*



Even the lowly Game Gear and Game Boy are set to get a version of this.





You could be the hunter or the scientist trying to track down and kill animals. But it's much more fun to be the raptor or the T-Rex and swallow them pesky humans whole.

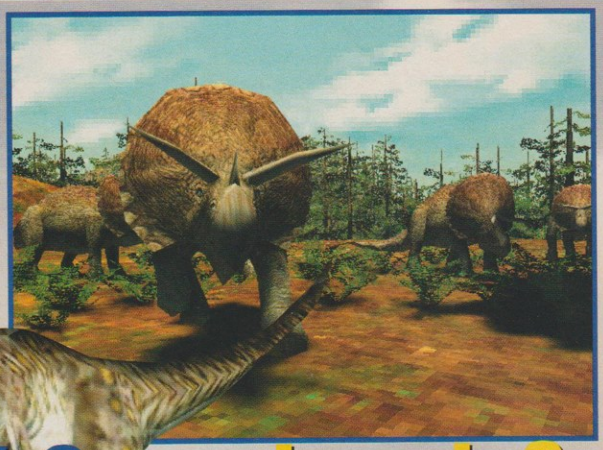






The Triceratops may not be the fastest dinosaur but if he does catch you, then you're in for a good hard horning.

You're going to have to work out a way of getting past these raptors.



JURASSIC PARK 3 – already?

The PC version – called Trespasser: Jurassic Park – that's being worked on jointly by Microsoft and Dreamworks takes a slightly different slant on the movies. It's not really anything to do with the Lost World. It actually starts where the film finishes, making it a "True digital sequel to Lost World" – Spielberg's words, not ours.

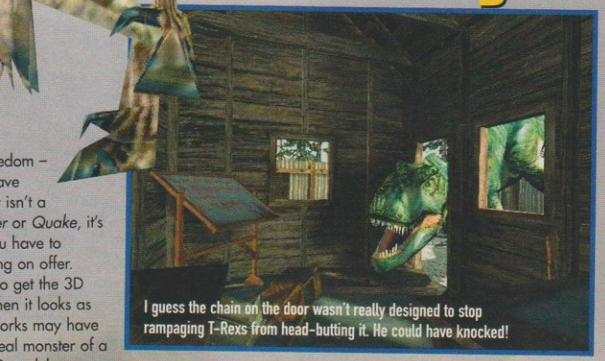
It's not scheduled to be released until sometime early next year but is already looking like an awesome prospect. You play Anne, who has crash-landed on an island. All she wants to do is get off but there are certain animals who have other ideas – get the picture? The developers have created a huge island environment that is generated in realtime 3D. In other words, you can explore the whole island with complete freedom to go where you want, when you want.

This 3D world is packed with dinosaurs who are hungry and feel like you'd make a tasty main course. Your main defence is your brain. Almost every object you will find in the game, including parts of the scenery, will be realistically utilised. So, you can use just about anything you pick up as you would use it in the real world. And with over 200,000 objects in the game – well, that's a lot of stuff to use.

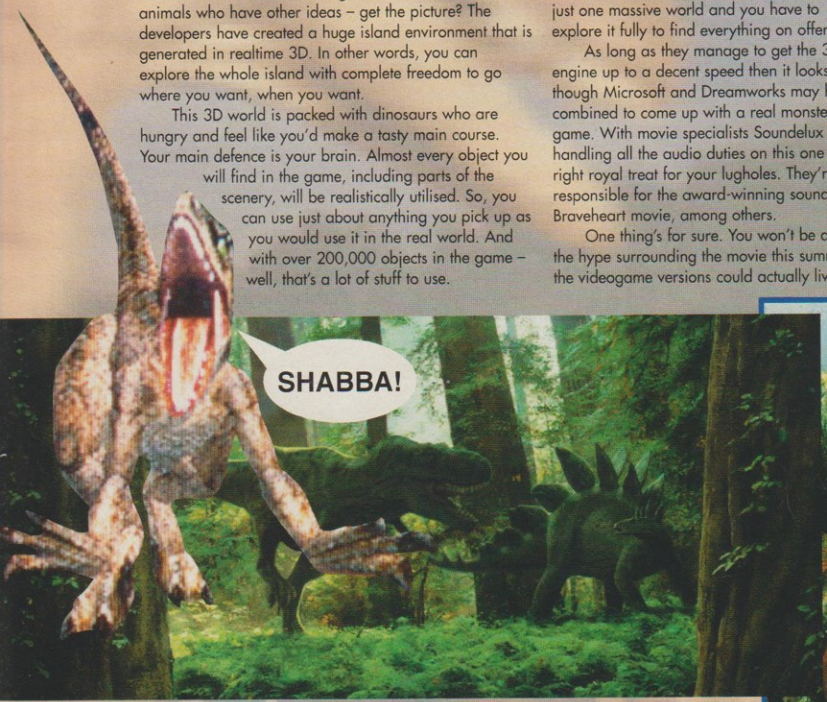
The mixture of an adventure game in a 3D *Doom*-style world has been done before, but has never been done with such freedom – which is why the developers have such high hopes for this one. It isn't a series of levels like *Tomb Raider* or *Quake*, it's just one massive world and you have to explore it fully to find everything on offer.

As long as they manage to get the 3D engine up to a decent speed then it looks as though Microsoft and Dreamworks may have combined to come up with a real monster of a game. With movie specialists Soundelux handling all the audio duties on this one it's going to be a right royal treat for your lugholes. They're the team responsible for the award-winning sound on the Braveheart movie, among others.

One thing's for sure. You won't be able to miss all the hype surrounding the movie this summer, and for once the videogame versions could actually live up to expectations. They're guaranteed to be better than their 16-Bit platform, shoot-em-up and graphic adventure counterparts that accompanied the first film all those years ago. And out of the whole lot, *Trespasser* could well be the one bringing in the major-league big bucks, even though it does have a lot tougher competition than the console versions.



I guess the chain on the door wasn't really designed to stop rampaging T-Rexs from head-butting it. He could have knocked!





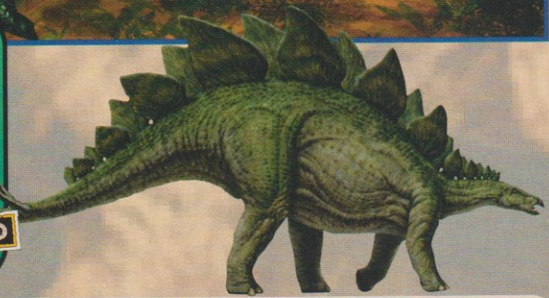
Mental merchandise

If you thought the plastic lunchboxes, pyjamas and colouring books that appeared at the same time as the first movie were sad, this time they've gone freakier. There's an official Lost World food box that comes with sweets and even has textured dinosaur skin on the outside. The front opens to show a T-Rex coming out of the bushes at you.

But just when you thought they'd hit the depths of tackiness, it gets even worse. The new Lost World T-Rex toy comes complete with a miniature dino-plaster cast because you can actually break its leg and fix it again, as in the film.

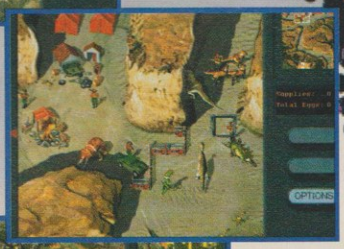
Ahh. Let's see Rolf Harris try that in his Animal Hospital series without getting his head ripped off. Mercedez Benz are releasing their new car, that's featured heavily in the movie, at the same time as the film to cash-in on the hype. Now that's what you call an expensive piece of film merchandise.

Love it or loathe it, you will not be able to avoid the merchandise demon once they start the machine rolling.

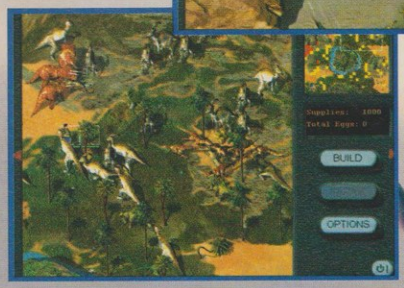




At last you get the chance to build up your own armies of dinosaurs and send them out to attack the rogue dinos.



It all sounds a bit like a babber version of *Command & Conquer*, which is ironic as *C&C* had a hidden dinosaur stage.



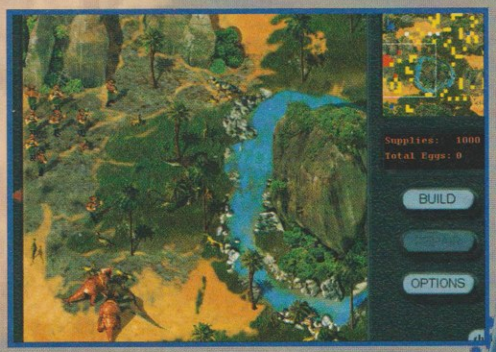
Ahh, look at all those cute herds of dinosaurs. Now wouldn't it be funny if you could send in a pack of raptors or a couple of T-Rexs to show them who is really the boss?

CHAOS THEORY

Chaos Island is another PC outing for the dinos from hell and the Dreamworks boys. But this one is strictly for 'the little people' – oh alright, and for us big kids too.

It has 12 levels and it utilises the voices of actors Jeff Goldblum and Richard Attenborough, among others. This time, it's a puzzle-based affair where you have to cultivate your own dinosaur allies to go to fisticuffs with rogue dinosaurs and human hunters. Although it's strictly for families, there's little doubt that this will hold the usual sort of childish appeal that hard-nosed gamers find irresistible.

The view and playing style are quite similar to LucasArts' *Desktop Adventure* series, although *Chaos Island* wees all over those in terms of depth. Let's face it, even your mum loves dinosaurs and with this tied into the movie it should fly off the shelves faster than a Pterydactyl with it's arse on fire.





We bet you've never seen anything like this on holiday in Skegness. No.

THE LOST WORLD JURASSIC PARK

So what's the movie all about then? Well it seems that Isla Nublar wasn't the only island that just happened to be populated by dinosaurs. The corporation that owned it had another that they used as a breeding ground and test area for their major theme park attraction: Site B.

Like the first island it too has been abandoned. Basically, Sir Dickie Attenborough sends Jeff Goldblum and a team to document the dinosaurs' lives before Pete Postlethwaite and his mates turn up to wreck it all. Cue dinosaurs on the rampage again. There follows numerous dinosaur attacks (including a cool one where two T-Rexs attack a trailer containing their injured baby – we kid you not) and clever schemes to escape their clutches.

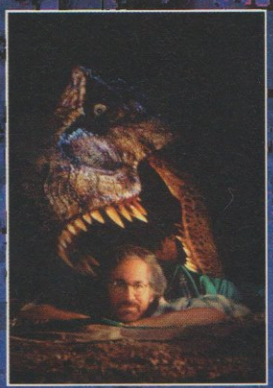




The film features more creatures than before, including the one unforgettable scene where a T-Rex is let loose in San Diego, sort of like a modern-day Godzilla movie, only with slightly better effects. It's about time a dinosaur hit the mainland – anyone who has read the first book will know that dinosaurs were on the mainland in that, but they decided not to include those bits in the film.

Rumour has it that Steven Spielberg was offered a record-breaking budget for this movie, but turned it down and instead bought the film in on time and at exactly the cost he wanted, which was around $80 million (makes you wonder what the studio offered him in the first place?). This makes it cheaper than other blockbusters that will appear this year like Batman & Robin (around $100 million) and Titanic (rumours quote over $200 million).

In its first weekend on release in America it made more than the $80 million dollars it cost to make (although all the other studios avoided releasing any half decent movies to compete with it as they were scared of being completely eclipsed), but by the time everyone has taken their cut of the money, it actually has to make just over $300 million at the box office to break even.



It's expected to make around the $200 million mark from America, with that doubling when the Europeans are finished with it. Then there's all the merchandising money (including the multi-millions they hope to make from all the games in this feature), plus the hundreds of millions that they'll make from the video release and all the money from TV showings in a few years time. It is widely expected that Lost World: Jurassic Park will be one of the few movies to break through the billion dollar revenue barrier, although it will take three or four years for it make it.

Not bad for something that started off life as a cool idea in author Michael Crichton's brain-sac. He's responsible for the two books these films are based on, plus he helped with the movie screenplays for both. He's made just a bit of cash out of this then...



Who dies? E-mail us if you want to spoil it and find out.



The girl had a feeling that the police wouldn't stop this Peeping Tom.



Here you see Jeff Goldblum's daughter. She's into gymnastics.



The Lost World: Jurassic Park
PlayStation/Saturn



Trespasser
PC



Chaos Island
PC



The Lost World: Jurassic Park
Arcade



With the T-Rexs out the way and guns loaded, you take to the teeth of the Raptors.





RAGE IN THE MACHINE

One of the most exciting coin-ops in years is about to hit these shores. The Lost World – The Arcade Game sees Sega in top form once again...

Following their success with the likes of Virtua Cop and The House Of The Dead, Sega are bringing their experience and talent to the arcade version of Lost World.

A frenzied shoot-em-up using Sega' superb Model 3 board – the same as they're using in *Virtua Fighter 3* and *Scud Race* – *The Lost World* follows a similar theme as *Trespasser* on the PC, bypassing the story-line of the film.

The game is set on Isla Sorna, where you have to rescue Ian Malcolm (Jeff Goldblum's character in both movies) and Dr Sarah Harding.

As you can see from these screenshots, Sega's blaster is packed with awesome graphics, the Model 3 board allowing the design team to create enormous polygonal dinosaurs. The T-Rex attack sequence for instance, sees the 'camera' flying all over the place, rarely taking in the T-Rex as a whole – most of the time the screen's only big enough for its legs or head! There's also an absolutely terrifying giant alligator attack where you can just see it under the water before it leaps out and starts smashing up the bridge behind you!

To completely shred your nerves the cabinet – a sit-in one built like one of the Jurassic Park vehicles – has a 3D sound system designed to scare you deaf. Or something.

There are six main stages to blast through – three set on the island and three set in a laboratory complex. Your course will be decided on your progress through the sub-stages, like an upgraded *Virtua Cop*-style scenario. Another feature borrowed from the *VC* games are the player performance screens which will grade you depending on how fast you are and where exactly you hit the cavernous-gobbed reptilians.

A new feature that's never appeared in any other gun game is the way you can actually capture some of



These chumps try to ram you head-on.





You'll need two players to cope with this onslaught.



This T-Rex sequence is just as frightening as in the film.

Storyboards

Just like in the movies, each Lost World *game has been scrupiously storyboarded. Here's a sequence from the PlayStation and Saturn version of the old mucka...*



A Shot in the Dark

Although you'll be in a constant state of panic once The Lost World starts its onslaught on your senses, you'll need all your wits about you if you're to pull off some of the skill shots needed to conquer this...

QUICK SHOT – blowing a dinosaur to bits within a second of it appearing on-screen

ONE SHOT DOUBLE – splattering two dinosaurs with one shot using ricochets

SNIPE SHOT – hitting a monster's weak point. They all have one



Some of the most frightening moments come when you head inside the complex on Site B.



The 'Stegs' as we like to call 'em, are harmless, unless you try to take a photo of their babbers – go and see the film, it'll all become as clear as day...

BANGIN'!





Americans would say this alligator section 'rocks'. They'd be right, too.

the dinosaurs by shooting them with a tranquilliser gun – watch the film to see how important to the plot this is. And, in a two-player game, a player can be captured, and then rescued later on – nothing beats teamwork, eh?

There were two cabinets on freeplay at the recent E3 show and it quickly became Sega's most popular attraction. It'll be on general release over here any day...

You wouldn't believe how much lead the old boy Rex here can take. Hide like a tank...





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PG

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the frontline

GamesMaster unleashes the new hits

The legend of Quake lives on. Also: Hardcore 2 ● Croc ● Ballblazer Championship ● Virtual Springfield ● Hard Boiled ● Shadow Warrior ● Robotron X ● Resident Evil ● One ● Nascar '98 ● Colliderz ● Earthworm Jim 3D and much more...

QUAKE

The mightiest game in history comes to the consoles, and Saturn owners get it first.



FOR

FROM Sega

WHEN Christmas

INITIAL DESIGN | PROGRAMMING | PLAYTESTING | DEBUGGING | FINAL VERSION

If you're a Saturn owner, with a love of legging it down corridors carrying a dirty great gun, you're probably still recovering from playing Doom on your machine. It was, to use a technical term, bobbins. So what hope is there for getting the considerably more complex Quake on Sega's chunky joy box?

Well, we've seen *Quake* on the Saturn and it looks fantastic. In fact, we'll put our scary-looking heads squarely on the block and say this could be the best version of id's next generation gore fest yet, making the old PC version look decidedly clunky.

Any worries that the Saturn couldn't cope with the PC-based, 3D freak-shoot can be banished right now. The version shown to us at GM towers was as smooth as the Sean Connery-era James Bond and outperformed the PC version in several departments.

The level lighting looked particularly lovely, with flickering lights, shadowy corners and lava which glowed like a nuclear-powered, coal-effect fire. Underwater sections caused jaws to quiver too, looking like some of the best sub-aqua action since *Tomb Raider*.

The only thing missing were the monsters. But thankfully, when they do appear, they'll be proper, 3D polygon spawn of the devil, rather than sprites.

The lack of targets didn't stop us launching a few rockets either, producing mean explosions and, again, better than the PC's great balls of fire. Part of the explanation for *Quake*'s seeming brilliance, even at this early stage, is that it uses a souped-up version of the same game engine employed in *Exhumed*. American code monkeys, Lobotomy, have taken the powerful motor that made *Exhumed* such a smooth bugger, given it a thorough slapping, and bolted on all the bits needed to bring *Quake* to the Saturn. They reckon that, despite featuring more complex 3D levels, the engine upgrade means it'll run as smoothly and quickly as their Egyptian *Doom* clone. From what we've seen, they could be right, although it'll take the sight of countless slavering polygon monsters running about to convince us entirely. As it is, seeing *Quake* finally running on the Saturn was a joy to behold and had several bods from Future's PlayStation mags looking over our shoulders and going strangely quiet for the rest of the day. We'll be keeping a close eye on this one which, combined with *Duke Nukem 3D*, looks like giving saturn owners a very happy Christmas this year.











FIRST IMPRESSIONS

With a killer version of *Duke Nukem 3D* already in the bag (see issue 56) and now this, it looks as though Sega are starting to play some serious catch-up with Sony. The Saturn versions of both these games look truly stunning. *Quake* is smoother than ever and is sprinting along at a stomach-churning rate of knots. Lobotomy are proving themselves to be masters of the 3D engine with their conversion work of late. If you can hear the sound of knocking knees, that's PC owners who can see their last vestige of superiority over the consoles disappearing faster than our pay cheques.

Les Ellis

FIRST LOOK FIRST LOOK FIRST LOOK FIRST

firstlook →

They may look small and harmless right now, but these monster titles of the future are the ones that will be storming the charts and gunning for the big boys soon. Using various means, both fair and foul, GamesMaster brings you the games that you may not have heard of before, but will certainly be hearing more of during the coming months...

HARDCORE 2

PC

PlayStation

Off-road racer • EA • November



Off-road racing seems to be coming more and more popular in this country and the software houses are certainly catching onto this. After Gremlin's disappointing *Hardcore 4X4* we now have this from EA. This one features more trucks (10 highly detailed monsters that all have different handling) which you can customise and upgrade, 16 new tracks which will take in both daylight and night time racing with different weather conditions and multiple camera angles.



The game is being designed so that any crashes you have will affect the way your truck performs so you won't be able to just put your foot down and smash your way around a circuit. As you would expect there is also a two-player split-screen mode.

CROC

The Legend of the Gobbos

Tempted to call this a croc of, something not nice? Don't. EA have a Croc of gold.

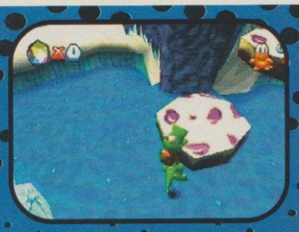


FOR PlayStation
FROM Fox Interactive/EA
WHEN Autumn

INITIAL DESIGN | PROGRAMMING | PLAYTESTING | DEBUGGING | FINAL VERSION



Let me guess. The red stuff will be lava and if you touch it you die? Thought so.



Some of the jumps require you to hang on to the platform and climb up, just like Mario.



Our old mate the platform game has been dragged through some stunning 3D escapades of late, bless it. The age old collect-coin, jump-on-baddie's head gameplay has never looked better than in the likes of Crash Bandicoot and Pandemonium. But what PlayStation, Saturn and PC owners are really lusting after is something that comes close to offering the freedom and scope of the greatest videogame ever (TM), Super Mario 64.

Croc could be the 32-Bit console's best try at out-mazzing the Italian sanitary repair operative yet. Developed by Blighty-based Argonaut (still best known for doing *Star Fox* on the SNES), several hours spent on the preview version suggests it could at least put a certain orange marsupial's forthcoming game into the shade.

Controlling the latest cute cartoon character to get lost in the third dimension, your aim is to rescue your furry mates from the sort of evil magician who gives the profession such a bad name. What this boils down to is a ledge-leaping, crystal-collecting jumpathon through six worlds: forest, castle, ice, mountain, underground and underwater.

Graphically, *Croc* is a bit of a looker with some lovely colourful levels and a superbly animated reptile hero. As Croc, you can climb, swim, flick your tail around to kill baddies and pound on boxes to release the crystals inside. There are also some snowboarding antics promised, if you can find the snow-covered slope and necessary plank to do the sporty deed.





Although Mr *Bandicoot* is the first thing to come springing madly to mind when you play *Croc*, the often narrow playing area of Sony's platform star has been remedied in EA's game. You can run left and right, as well as in and out of levels which, while not as open as *Super Mario 64*'s, certainly feel like something different on the PlayStation and Saturn. We found ourselves using the three camera angles on offer to scan around each stage and plan our route across lakes of lava to reach keys in inaccessible looking places.

There are plenty of the bonus bits we've come to expect from any decent platformer too. Jump down a tree stump or a crater and you can take part in crystal collecting sessions or try to guess which box one your Grobbo friends is under. With just about everybody from Psygnosis (with *Rascal* and *Psybadek*) to Sony (*Blasto* and *Crash 2*) toiling away to come up with the 3D platform game to match *Super Mario 64*, *Croc*'s cute, easy to play nature could make him a star. We'll be swishing his tail through all 60 levels to let you know soon.

FIRST IMPRESSIONS

Croc's one of the most '3D' looking platform games we've seen for ages. It's dead easy to play too, with the golf ball-eyed hero proving really easy to control. It's not as open as *Super Mario 64* but still offers enough roaming about to make *Crash Bandicoot*'s door into the third dimension look half closed. And despite our better judgement, we'll admit it's as cute as a kitten.

Robin Alway



Each area is packed with alternative routes and secrets for you to find, like this one here.

FIRST LOOK FIRST LOOK FIRST LOOK FIRST LO

BallBlazer Championship

PlayStation PC

Future sport • LucasArts/Virgin • Autumn

Gamers of a certain, i.e. ancient, age will come over all nostalgic at the mere mention of this one's name. Back in 1985, *BallBlazer* provided Commodore 64 and Atari 800 owners with some classic future sports action. And now it's back for the PlayStation with the same compulsive hover car and energy ball shooting gameplay apparently intact, but this time with graphics looking every one of their 32-Bits. LucasArts are promising a wealth of tournament options, plenty of power-ups (including land mines and guided missiles) and customizable vehicles for their shiny, hi-tech take on footy. We'll let you know if it's as playable as the crusty old original as soon as we can.

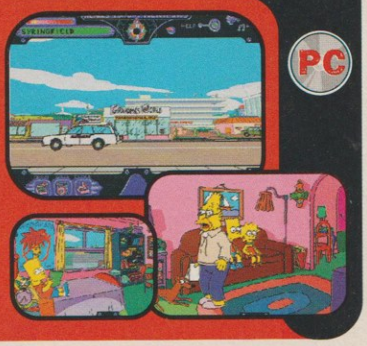


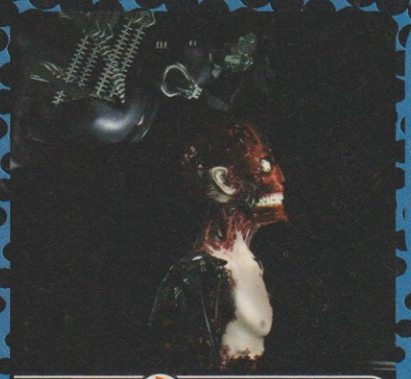
Virtual Springfield

PC

PC • Fox Interactive/EA • September

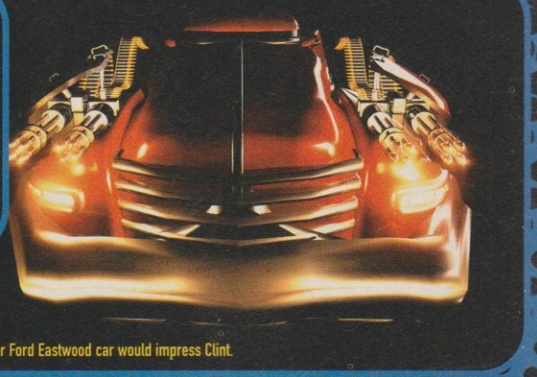
'A 3D exploration of all things Simpson' is how this 3D animated tour of the TV families' corrupt hometown is being described. And we're not about to argue with a CD that lets you visit such legendary landmarks as Moe's Tavern, Apu's Kwik-E-Mart and the nuclear power plant. All your fave characters are in here and ready to talk to you with loads of different random responses. You can also channel surf on the Simpson's TV, pop tapes into VCRs and play *Doom* with the store displays in the Kwik-E-Mart. It promises to be a veritable Simpsons-a-rama.







A super-slick dial guides you through the options.



Your Ford Eastwood car would impress Clint.

FOR PlayStation

FROM EA

WHEN August

INITIAL DESIGN | PROGRAMMING | PLAYTESTING | DEBUGGING | FINAL VERSION







HARD BOILED

Mix Wipeout with Star Fox to get this Molotov cocktail of comic book blasting

Anyone looking for the same super-cool floating car and bangin' techno combination of Wipeout 2097 will be interested in this smooth operator from French developers, Cryo. It's got a similarly futuristic setting and shiny sci fi feel, but your hover vehicle zips, rather than races, through a Blade Runner-style city with the emphasis firmly on shooting things.

Egg-haters will be glad that it's based on a hyper-violent comic book rather than a method of cooking the evil oval foodstuff. Created by Frank Miller, (the bloke who made Batman dead moody in the award winning Dark Knight Returns), *Hard Boiled* centres around Nixon, a far future tax collector come freedom fighter. Taking to the skies in his flying Ford Eastwood (which sounds better than Ford Fiesta, we reckon), you have to make your energy bar last through five missions full of huge stomping robots, mothership-sized helicopters and no end of missile-firing mayhem.



There are explosions worthy of T2 in this.

In fact, the preview version had us thinking of *Star Fox* as much as *Wipeout*, with your movement fairly constricted throughout the game and rapid fire a near necessity to take out huge mechanical enemies and ships flying alongside. You can also boost your speed and brake to fly through opening and closing doors, Fox McCloud-style. Visually, it's not quite as impressive as the pointy-eared pilot's latest N64 adventure but some stunning effects, huge explosions and screen-filling baddies make for an intense *Wipeout*-style experience

It's far from a sedate, straightforward flight either. There are several routes on each level, with short-cuts featuring more enemies, and 'scenic' routes providing more bonuses. Try flying through the red spirals for real stomach- churning acceleration to faster-than- *Wipeout* speeds, at least until you crash into something. Add a variety of weaponry, including guided missiles and circular saw-style disks, plenty of bonus collecting and gigantic bosses, and your adrenal gland won't be idle. One worry is whether it can stay exciting, with your path through the game being largely 'on rails.' But from what we've seen, it still promises to be a roller coaster ride with enough action to turn your knuckles a lighter shade of white. We'll know for sure when *Hard Boiled* is subjected to the rigours of a GM review in the next few months.

FIRST IMPRESSIONS

Hard Boiled is a bit of a cool blighter, with the fridge-like techno feel of *Wipeout* mixed with some pleasingly frantic *Star Fox*-style blasting. The effects are definitely special and some of the enemies look fantastic. We'll need to give it much more play to see of the depth of gameplay's there, but it's certainly a glossy-looking game alright. And the soundtrack is what I believe you'd call bangin'.

Robin Alway

LOOK FIRST LOOK FIRST LOOK FIRST LOO

Shadow Warrior

PC

Doom-em-up • Eidos • September







The latest first-person shooter from 3D Realms and Apogee, this is nothing less than *Duke Nukem* goes oriental with you playing Lo Wang – a Ninja with the necessary cybernetic enhancements and nasty-looking weaponry. Eidos are promising that the locations will be more realistic than the usual dark dungeons, with plenty of swimming, climbing and driving around on a chain of remote islands. At certain points in the game you can give your kung fu slippers a rest and run over the followers of an evil cult in tanks, boats, bulldozers and forklift trucks. This ninja-heavy *Doom*-clone promises to be a mystical and violent experience.

Robotron X

N64

Shoot-em-up • GT • September





This slapped up-to-date, remixed 3D version of Eugene 'Defender' Jarvis' other classic arcade game didn't go down well on the PlayStation at the start of the year. But the N64 version is set to feature better graphics, jazzed-up backgrounds and several new levels. Whether it'll be enough to get over the confusing transformation into 3D (which was the main criticism of the PlayStation version) remains to be seen, but as these shots show, things look peachy already.

SATURDAY MORNING

SPOTS? TRY THIS. IT'S NEW CLEARASIL COMPLETE. IT'S FIVE TIMES BETTER THAN SOAP AND IT'S DEAD SIMPLE!

SOUNDS A BIT LIKE YOU!



THAT'S RIGHT, DEAD SIMPLE! NEW CLEARASIL COMPLETE FACEWASH IS JUST WHAT YOU NEED TO HELP PREVENT ZITS.

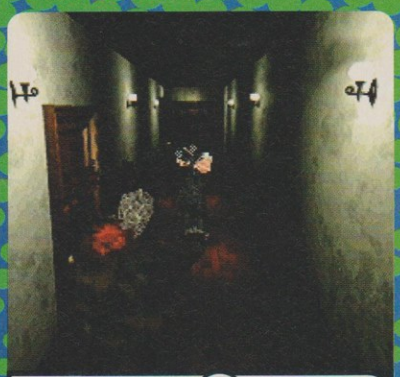
CLEARASIL COMPLETE IS FIVE TIMES BETTER THAN ORDINARY SOAP AT BEATING SPOTS* AND IS AVAILABLE IN AN EASY TO USE PUMP ACTION BOTTLE.

ITS DEEP-CLEANSING MICROBEAD FORMULA AND SPECIAL SPOT STUFF GETS RIGHT TO THE HEART OF THE PROBLEM, KILLING BACTERIA WHICH CAN CAUSE UNWANTED ZITS.

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ALL YOU NEED TO HELP BEAT SPOTS!

* CLINICAL STUDY RUN OVER 8 WEEK PERIOD.



FOR
FROM Capcom/Virgin
WHEN August

INITIAL DESIGN | PROGRAMMING | PLAYTESTING | DEBUGGING | FINAL VERSION

Spiders the size of saloon cars, dogs with 'If lost, return to hell' on their name tags and an undead cast of thousands. They're all set to scare the gamesplaying pants off you in the long awaited Saturn version of Resident Evil.



Play as Chris Redfield and you'll find your path through the game a difficult one

Previously a very real reason for Saturn owners to be jealous of the PlayStation, *Res Evil* is looking as frighteningly good on Sega's machine as it was on Sony's. The mansion/genetics research lab where the game's set still looks like the kind of place you're always warning characters in horror films not to enter. In fact, the old house is perhaps scarier than ever with more detailed backgrounds than on the PlayStation, right down to the smallest speck of blood.

The two characters you can choose to play as, the lithesome Jill Valentine or meathead Chris Redfield (and there are significant differences, depending on which you go for) are also looking good. You'd have to be the worst sort of polygon-counting spod to notice much difference from the PlayStation version – although apparently there isn't as much gourad shading on the characters and monsters.

So graphically everything's set for a nerve jangling feast of horror on the Saturn. The twists and turns in the 'it's all gone pear shaped' plot are pretty much the same, with a similar amount of shock horror surprises, puzzle-solving and shooting bits off zombies as they stagger menacingly towards you. Importantly, on the preview version we've been playing, the bone chilling atmosphere is very much in evidence with fixed camera angles and dramatic music scattering wits all over the GM office.

But as well as matching the original blood spurt for blood spurt, Capcom are hinting about several tweaks and improvements they're planning for the Saturn. A few new monsters not seen on the PlayStation are set to drag themselves through the game and there's the possibility of a brand new weapon to blast the undead with. Make it to the end however, and once you've pulled yourself back together Capcom are apparently planning a bonus Battle Mode level. Here you'll meet monsters one at time with shotgun at the ready – although quite how it's going to play is still shrouded in secrecy. There's also the distinct possibility of several plot changes and the trouser-troubling prospect of facing two Tyrant monstrosities at the game's finish. With the rest of the gameplay pretty much identical to the peerless PlayStation version, these tantalising tweaks are only the icing on the cake for what promises to be an over-the-top but unforgettable Saturn adventure.

RESIDENT EVIL

With the PlayStation version still giving us sleepless nights, evil arrives on the Saturn...





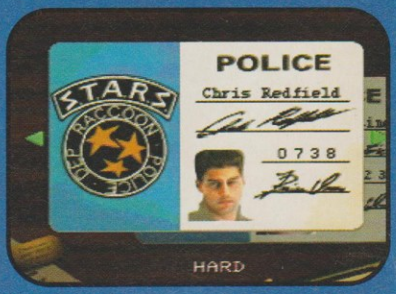


A familiar room for anyone who's played Resident Evil. *But look at the detailed scenery and eerie lighting effects of the Saturn version. It's enough to make your back go funny!*

FIRST IMPRESSIONS

Any fears that *Resident Evil* wasn't going to cut it on the Saturn vanished the moment we saw it running – to be replaced with the sort of terror that comes from facing hordes of zombies with a limited amount of ammo. Like a good horror film, *Res Evil* will have you comparing scary moments with your mates, whichever machine they've played it on. Watch out for those devil dogs!

Robin Alway



LOOK FIRST LOOK FIRST LOOK FIRST LOOK

ONE

3D Shoot-em-up • EA • November





The action is set to be fantastically packed in this 3D shooter starring a hero with a whole arsenal of weapons grafted on to his left arm. Viewed from a *Tomb Raider*-style angle you roll, flip, climb but mostly shoot your way through five levels filled with huge robots, attack craft and weapon-heavy machinery. A sneak preview of an early version suggests some superb 3D graphics and frantic plasma cannon and flame-thrower-based shooting. Instead of collecting power-ups, a Rage meter determines the strength of your weapons and energy levels. Shoot enough stuff and you'll transform into a frenzied killing machine even if your missile launcher arm means you can't safely open a bag of Walkers crisps. Definitely one to watch out for soon.

NASCAR '98

Driving • EA • October





Remember *Andretti Racing*? Well this is EA in America's better-looking follow-up. This time they've got an official license for the saloon-cars-pelting-round-oval-tracks motor sport of NASCAR that our mates in America go such a bundle on. As well as 17 tracks and up to 24 cars on the starting grid, the developers are promising a sophisticated level of driver AI based on their real-life counterparts. With some complex tinkering of things like tyre ratios and car set-ups – and 20 race seasons possible – this could be an American version of our much-loved *F1*. The graphics already seem like they're up to Psygnosis' high standards. Let's hope the gameplay is too.

LOOK FIRST LOOK FIRST LOOK FIRST LOOK

THE FEEBLE FILES

PC

Adventure • Adventuresoft • September

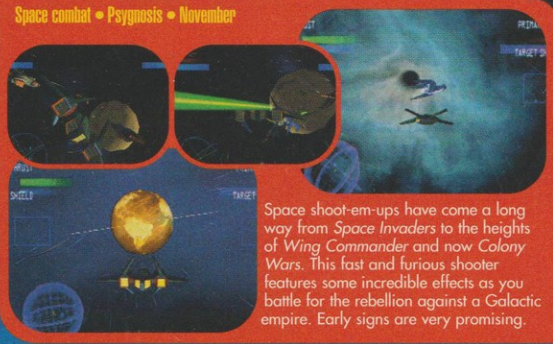


This adventure from the people who bought you *Simon The Sorcerer* features the voice of Red Dwarf's Kryten. It also features a cute alien romping through a cartoon world doing adventurey things. The graphics look great, but the biggest problem this alien has is the fact that this is coming out at the same time as LucasArts' new *Monkey Island* game.



COLONY WARS

Space combat • Psygnosis • November



Space shoot-em-ups have come a long way from *Space Invaders* to the heights of *Wing Commander* and now *Colony Wars*. This fast and furious shooter features some incredible effects as you battle for the rebellion against a Galactic empire. Early signs are very promising.

COLLIDERZ

PC

PlayStation

Future sport • EA • November

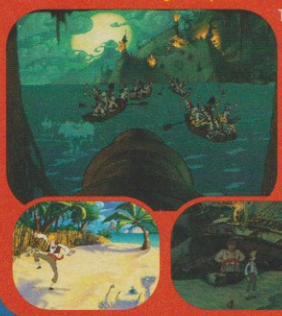
The latest attempt to rip the future sport king title away from *Speedball*. *Colliderz* sees you in weird and wonderful types of craft, battling in 3D arenas, trying to come out on top of the league. Sounds like a solid cross between *Speedball* and *Ballblazers* to us, we'll just have to wait and see. The PC version will be playable across the Internet.



CURSE OF MONKEY ISLAND

PC

Adventure • LucasArts/Virgin • September



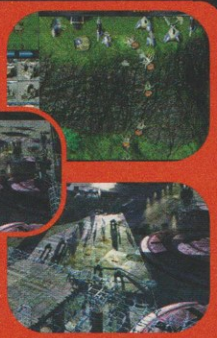
The previous *Monkey Island* games were arguably the best graphic adventures. The boys at LucasArts have dragged Guybrush Threepwood out of retirement for a third outing.

As with all the other *Monkey Island* games, humour will be the main ingredient, with some lush graphics, memorable characters and top notch adventure gameplay thrown in for good measure. With a cursed ring, a bride turned into a statue, vegetarian cannibals and an undead pirate, you know this isn't going to be the most serious of adventures.

TOTAL ANNIHILATION

PC

Wargame • GTI • Christmas



The next generation of *C&C* games are on the way, and it looks as though this one could lead the field. Instead of the flat 2D landscapes, developers Cavedog Entertainment have embraced 3D polygons to build up their battlefield and everything on it. Because the landscapes are 3D, more realistic battles can be fought and more unique features can be built into the weapons and items you get to use.

The artificial intelligence is being tweaked as we speak and with true 3D line-of-sight thrown in as well, this looks as though it could leave the other games suffering from shellshock.

EARTHWORM JIM 3D

PC

PlayStation

N64

3D platformer • Interplay • TBC

The worm returns, but this time in glorious techno-3D. Original developers Shiny have passed on the duties this time around to VIS who are looking to put some serious oomph into Jim's 3D debut. The game takes place inside Jim's head (hey come on, you didn't expect an *EWJ* game to be serious did you?) and features five worlds, each with six levels. As well as the expected humour the developers are throwing in a lot of movie cliches. Sounds like fun.

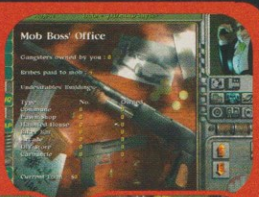


CONSTRUCTOR

PC

PlayStation

Build-em-up • Acclaim • Sept



You have to build up your city, coping with grumpy citizens as well as your opponents trying to outdo your success. It successfully combines elements of *Theme Hospital*, *Dungeon Keeper* and *Sim City 2000* and if the early version we played is anything to go by, then this could be the surprise hit of the year. Any game where you can harass people just because they live in the wrong part of town and inflict untold damage on your opponent, because you can, is good.

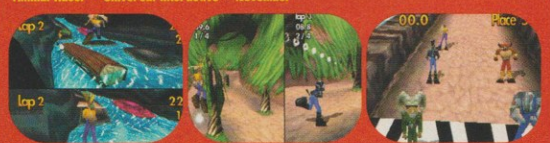


RUNNING WILD

PC

PlayStation

Animal Racer • Universal Interactive • November



A racing game where you control animals who run along on foot? They must be kidding. But wait, it's running at 60fps and contains enough power-ups and death by super-jump moments to keep your average *Mario Kart* fan enthralled. The courses you race over are like something out of *Crash Bandicoot* with plenty of obstacles to negotiate and plenty of bonus items to find that will help you win the race. This bizarre little racer is catching a lot of attention right now and with a bit of luck we should see it in all its glory over here before Christmas. Definitely one to look out for. You saw it here first.

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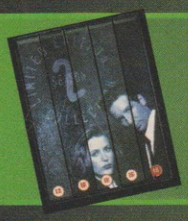
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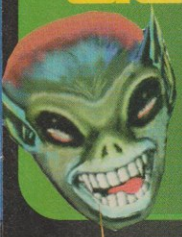
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alienattack!

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0839 404035 INSTANT WIN!

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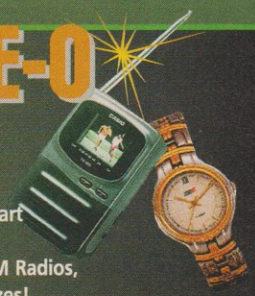
* Sega Saturn! * 14" Colour T * Video Recorder! * Mountain Bike!! * Snooker Table! * Stereo System! *
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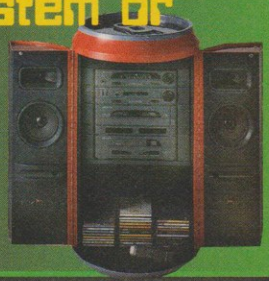
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General Questions 0839 404034



Calls cost up to £3 so ask permission from the person paying the phone bill! Unless otherwise indicated, competitions close on 31.8.97. Competitions involve multiple choice questions with tiebreaker except where 'Instant Win' is shown. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. The Pop Five-0 competition has 10 questions worth 1-10 points each and winners must beat a target score. Most services require a tone phone. For rules or winners' names, send SAE.
InfoMedia PO Box 28 Northampton NN1 5DS. Technical Helpline 01604 732028.. Winners Line 0839 404000.

Reviews

THE MOST OPINIONATED PLAYTESTERS AROUND!



Robin Alway

The Compy

Robsters weekend in Glastonbury was as wet as his *Mazza Kart* playing. *King Of Fighters* prepared him for the Glasto queues.

I bin mosely playin'...

Carnage Heart, Mario Kart 64, King Of Fighters '95

Marcus Hawkins

The T-Rex

The jet-lagged E3 fiend has been boring us his show-related tales, just as well we can all DO him at *Mario Kart 64* then.

I bin mosely playin'...

Mario Kart 64, Street Fighter Ex Plus, Jonah Lomu

Les Ellis

The Raptor

GM's own man in black recovered from a week in Marcus' smelly chair to go to war with art boy Batey on *Mario Kart 64*.

I bin mosely playin'...

Mario Kart 64, X-COM Apocalypse, Blood

Sweating away in the GM Reviews jungle this month...



Tim Weaver
Reviews Editor, N64 Magazine

What he's playing at...
Adopted a new line in fashion when we told him he was going clubbing. Pity it was a golf club in *Actua Golf 2*...



Tony Mott
Deputy Editor, Edge Magazine

What he's playing at...
Prefers to play an RPG over a good night out any day. Perfect for the role of *Dragon Force* reviewer then...



Matthew Pierce
Staff Writer, PC Gamer

What he's playing at...
Our resident PC spong, er, expert takes on the bloodiest *Doom* game yet. Is it a *Duke* killer? The verdict? Page 34.



James Ashton
Deputy Editor, N64 Magazine

What he's playing at...
Influenced by *Loaded* and '80s classic *Paradroid*? With his Oasis and Bucks Fizz collection, James was up for MC...



Andy Smith
Videogames Journalist

What he's playing at...
Wiffy spends his days playing *Rally Cross*, *V-Rally '97*, *FIFA Soccer Manager*, and putting dodgy posters up.



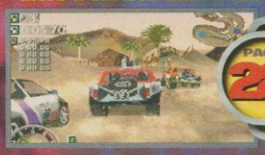
James Price
Prod Editor, Saturn Power

What he's playing at...
While waiting for the court case against his hairdresser, Pricey-boy cast his eye over Sonic's return...



ALL THIS MONTH'S NEW RELEASES GET THE GAMESMASTER PLAYTEST...

RALLY CROSS
"More a cartoon than a simulation."



DRAGON FORCE
"Pushes Saturn in a welcome direction."



BLOOD
"Blood. It says it all really doesn't it?"



X-COM: APOCALYPSE
"One of the best strategy games on PC."



SONIC JAM
"A slice of platform game history."



CARNAGE HEART	PSX	38
FIFA SOCCER MANAGER	PC	39
WAR GODS	PSX	40
ACTUA GOLF 2	PSX	41
RAY TRACER	PSX	59
KING OF FIGHTERS '95	SAT	60
JONAH LOMU RUGBY	SAT	60
MACHINE HUNTER	PSX	61
SKY TARGET	SAT	62
EPIDEMIC	PSX	63

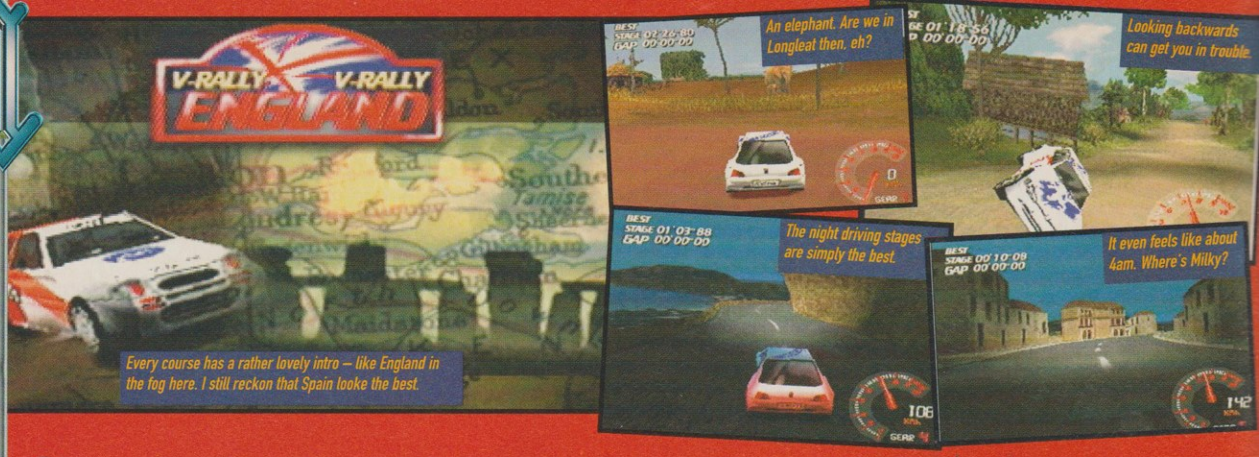
THE GUIDE
PAGE 43

THE UK'S MOST COMPREHENSIVE GUIDE TO PLAYSTATION, SATURN AND N64 GAMES.



OUR REVIEWING GUARANTEE...

1. We play every single game to within an inch of its life.
2. We use the most experienced reviewers in the business.
3. Average games get average marks, ie. 50-60%.
4. We're not swayed by swish graphics – only gameplay.
5. We never, ever review demos.



AVAILABLE ON

VERSION TESTED

PlayStation

The French are going mad over this rally game, but then again they went mad over Vanessa Paradis, Golden Talkbox Apples and the Citroen 2CV.

From Sweden, through Indonesia to New Zealand, now you can crash anywhere in the world!

V-RALLY '97

Extra padding



V-Rally '97 comes into its own with an analogue pad. Whether you use the Sony pad or Namco's Negcon, controlling your car is a treat. Holding the correct course through a corner becomes a joy and your lap times get shorter as you have more control over your driving. The only drawback is when you do come a cropper and need to reverse to get back on the track before squealing off again because it's much trickier, and that can mean a big loss of time.

And crash you most certainly will. Spectacularly, and time and time again. V-Rally '97 is all about realism you see. Well, up to a point anyway, because even when you crash and spend what feels like minutes going end-over-end you can simply pull away once you're pointing in the right direction – which isn't very real at all when you think about it.

But it's in the control of the car that French developers Infogrames have tried to get things real. Realistic speeds, realistic handling, realistic tracks and realistic people stood at the side of the road in just the wrong place.

There are three basic modes to the game: Arcade, Championship and Time Trial. Arcade mode puts you up against a time limit and three computer-controlled cars (unless you're playing against a friend, but more on that later) through several stages in a country of your choosing. Drive like a maniac, make the checkpoints and keep going until you've completed the set number of laps. Nothing could be more straightforward. Except perhaps the Time Trial. Here you just select a stage and keep going round and round (racing against yourself in the form of a ghost car if you want) until you get bored. Championship mode is slightly different in that you race against the other drivers over three stages of a rally in whichever country you choose. So, you've got the idea, pick where you want to race, go drive and have some fun.

It's in the handling of the car that *V-Rally '97* comes into its own. Like learning how to powerslide properly in *Ridge Racer* or *Tokyo Highway Battle*, *V-Rally '97* requires the player to become quite skilled at handling the car through corners – that translates to knowing where, when and how hard to brake – and when to hit the accelerator again. A simple 'let go of accelerate, tap the brake and turn into the corner then hard on the accelerator again and keep the wheel hard over will get me round' attitude will not suffice in *V-Rally*. Get any of those things wrong and you'll find your back end stepping out. Before you know it you're careering down the road either sideways or backwards.





More torque, less chat

Once you've completed the easy, medium and hard courses in the default car you can step up and take on some other, faster opponents. Move up from a 200bhp Peugeot 106 to a 275bhp Peugeot 306 and you're not only moving a whole lot faster (which affects how you approach corners that you thought you knew like the back of your hand) but so are the guys you're racing against. There's a lot of re-learning to be done when you beef-up the power of your car which is a very good thing. It increases the life of the game. Good, that.



Brake it up

The key to success is correct braking. You've got two kinds – normal footbrake and the boy racers' fave – the handbrake. Instead of backing off when you come to a corner, braking as you go in and then accelerating out again you'll find you can fly in at full pelt, whack the handbrake on and turn sharply at the same time, sliding round the corner at almost top speed. It takes some getting used to but it's a powerful skill to call upon when the pressure's on. It's also excellent fun because it feels so real – you're right on the edge most of the time and it's so easy to lose it. Excellent stuff.



Just an ever-so-slight dab on the handbrake is needed to get round this corner.



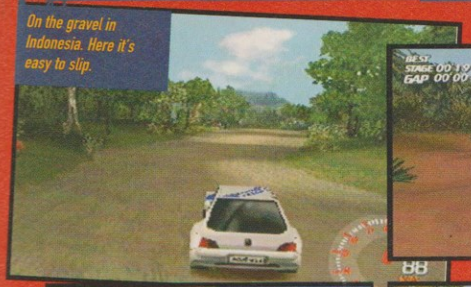
Again, not a sharp corner (the green arrow tells you it's not severe) so no heavy braking.



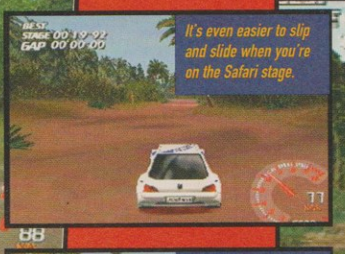
Another quick dab on the handbrake (groovy skid marks, eh?) and the corner's rounded.



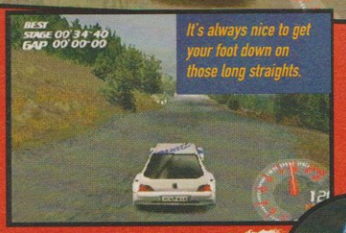
Of course, get it wrong and you're going to spend some time admiring the scenery.



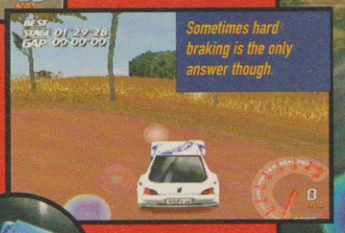
On the gravel in Indonesia. Here it's easy to slip.



It's even easier to slip and slide when you're on the Safari stage.



It's always nice to get your foot down on those long straights.



Sometimes hard braking is the only answer though.



Not all of the computer drivers have got the hang of correct braking, so take heart when you come a cropper...





Skill is rewarded here and that's what makes this racer so good. There's no sense of the game cheating on you at all – get things right and keep your concentration and you can find yourself passing the other chaps (who also get things wrong and occasionally go ploughing into something at the roadside). But let your mind wander and make a couple of mistakes and you're going to find it very hard to get to the front.

It's a cracking-looking game. Not only are there realistic effects like lens flare but the scenery you're driving through is spectacular – especially when you're driving at night and your headlights are lighting up the road ahead. The same can't be said for the in-game music, however, because it's your typical middle of the road rock-style choons and they're dreadful.

Turn the music right off and just sit back and listen to roaring engines – which could be a little more roaring if the truth be told.

Driving games may well be an over-populated genre on the PlayStation these days, and with quality titles like *F1* and *Porsche Challenge* already available then a game's got to be a bit special to be leading the pack and leaving the others in its dust. *V-Rally '97* manages to do just that because it's so involving and rewarding to drive. Just when you've got the hang of using a top brake/handbrake combination around one course you find yourself having to learn completely new techniques on the next track because it's covered in snow and ice. This adds life to the game, which can only be a very good thing indeed.

Even if you're a Billy No Mates you're going to find there's loads in here to keep you playing. There are stacks of courses to master and if you've got a friend or two to be racing against you're going to love it even more. Just as soon as you get the chance to buy a flash analogue joypad then go for it – games like this really do benefit from the smoother controls (plus you can easily beat your regular joypad-using mates) and you can bet your bottom dollar that more and more games are going to be supporting them in the future.

Fabulous stuff and I reckon it's more fun and more challenging than *Porsche Challenge* ever was, even on an ordinary joypad. So it thoroughly deserves its whacking great 90% score.

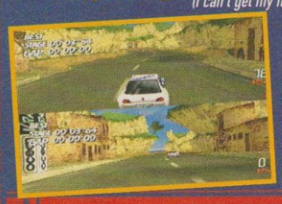
Andy Smith

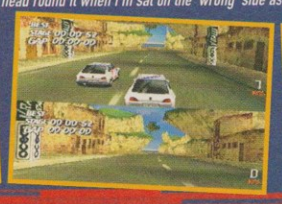




Side-splitting

One very nice thing about V-Rally '97 *is the choice of split-screen mode the game gives you, rather like in* Twisted Metal World Tour. *Personally, I like racing with a horizontal split and yet others prefer a vertical split (I can't get my head round it when I'm sat on the 'wrong' side as it were).* V-Rally '97 *lets you choose.*







V RALLY '97	
VERSION REVIEWED	PlayStation
NO. OF PLAYERS	1 or 2
FROM	Ocean
PRICE	£40
AVAILABLE	Out Now

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
Stunning scenery and very nice tricks. Not that you'll have much time to admire either. 90	Dreadful music that only someone with no taste could like. The engine is 2CV rather than Ferrari. 70	You've got to be in the driving seat. Show the car who's boss and it'll respect you for it. 90	With so many courses and modes you'll be at it for ages and coming back for more. 90	90

JUDGEMENT *A terrific rally simulation with the emphasis on the simulation. Smart, realistic and very satisfying.*

AVAILABLE ON: PC, PlayStation

VERSION TESTED

Steve launch the racing scene has been dominated by road racing or F1 games. Now in the space of a month we have two rally games to review. How perfect is the timing?

Extra padding

Using analogue joysticks makes playing Rally Cross a lot more fun. Whether you're using a Sony analogue pad or the Namco Negcon, controlling your car is much more precise. You can power around corners much more effectively and keep control of your car much more easily when you're being jostled about by the course. Using a standard pad you have to tap the brakes as you're turning to get an effective powerslide but with an analogue pad you simply keep the turn tight and release once the slide starts – it's a whole lot more pleasurable.



Using an analogue pad you're much more able to make very fine adjustments and to hold a good line through a corner. It feels really good too.



Even making severe, last minute, massive adjustments on the joypad is much easier when you've got an analogue jobbie. Great stuff and very satisfying.

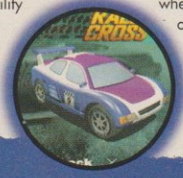
Sony might not agree but here's a rally game that's got more in common with stock-car racing than you might at first think...

RALLY CROSS

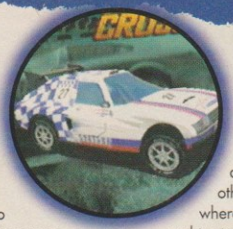


In fact, just about the only significant difference is that in stock-car racing you go round and round an oval track but in Rally Cross the courses are anything but oval. They're all over the freakin' place.

From desert courses where you're ploughing your way through tyre-sucking sand to tropical jungles, the tracks twist and turn and test your ability to power round a hairpin one way and then slam your long-suffering car the other way to negotiate the next bend immediately after.



There are only the single race or season options, but the season option is slightly different because there are three ways you can race it. Normal is – as you'd expect – race around a set number of courses against three computer-controlled opponents. The number here is dependant on the skill level you're on. To start with you're going to be on easy where your choice of car is limited to one from a selection of half a dozen or so potential wrecks. Do well enough in the season and you can move onto a higher skill level, plus you get to choose your mean machine from a few new additions.



Go for head-on though and things are very different. Now it's just you versus one other racer, and you're going in opposite directions. This means you go flying past (and often into) each other as you both try and be quicker round the course than the other player. It's a bit like those bike races where they start on opposite sides of the track and try to catch each other up.

Mixed is different again, in that all the cars race each other to start with and the top two cars go into a play-off where they





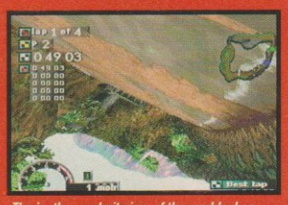


Top: Snow and ice is tricky to drive on, let alone when someone's trying to ram you!

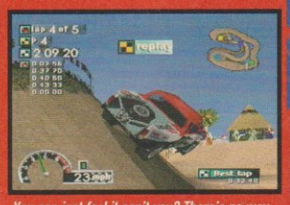
Left: Getting good traction somehow is the key to driving on the white stuff.

Tipped up

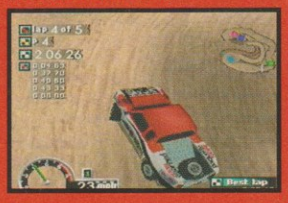
Because the tracks are so bumpy and some of the corners so tight it's inevitable that you're going to roll your car. Often. Once that does happen there's no waiting around for the game to right you and point you in the right direction. You have to joggle the shoulder buttons first one way then the other to get the car rocking. When it's moving enough you can land back on your wheels and go off again – sometimes even in the right direction – if you're really lucky!



The in-the-cockpit view of the world when you're upside down. Oh dear...



You can just feel it can't you? There's no way this is going to finish smoothly...



And of course it didn't. The camera zooms back in once you've righted yourself and off you go.



Upside down again and time to start rocking the truck with the shoulder buttons.





Who on earth would want to drive a car named a Gordo? Actually, Les I expect.



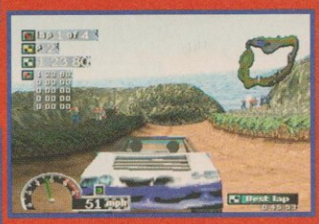
An in-cockpit view of a head-on collision. This hurts your car lots.



Mud, glorious mud. There's nothing quite like having it thrown in your face.

Crash, bang, wallop

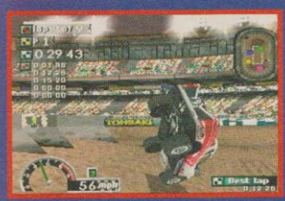
One really funky graphic trick employed in Rally Cross *is the damage taken by your car (either inadvertently by poor driving or deliberately – when you go after the guy who's coming towards you in head-on mode for example). Smack your motor up a bit and you then have to drive round for the rest of the race with a crumpled bonnet or smashed up rear end. There doesn't seem to be much effect on your car but it's great to watch!*



Someone's rear-ended the car, so now it shows signs of damage. A nice touch that we applaud.



The car's going to be in a mess after this tangle with a racer. A new spray job won't be enough!



Woah! Easy there big fella. It might look bad, but the truck just might bounce out of it.



No such luck here though. Spectacular rolls are always fun to watch on the replay too.



Get in the loose sand and you'll really notice a drop in speed and control. Very smart indeed.

meet each other head on. It does stretch the season out but then again you're not racing on so many tracks.

Whatever mode you're racing in though you're going to notice one thing: your car seems to be full of helium. It's probably the game's biggest downfall because it just doesn't 'feel' quite right. You can go powering along a bumpy straight and before you know it, the cumulative effect of the bumps will have you upside down at the side of the track. OK, so it takes a bit of practice to learn where you can and can't go totally flat out and a bit of skill in knowing just when to hit the accelerator as you're going over a bump, but the terrain has just too much effect on your car to be really enjoyable. The second biggest problem with the game is when you're in two or multi-player mode (the game supports a multi-tap so four of you can join in the fun, each player having their own quarter of the screen). Unless you've selected the in-cockpit view mode you'll find the other cars can block your view completely. Not just temporarily mind, but for however long they manage to be on your tail. It really does become quite annoying after not very much time. At. All.

Rally Cross is a much more lightweight driving game than the usual racing game. It's not exactly slap-stick but the emphasis is on fun as your cars go bouncing all over the screen. Serious driving enthusiasts who want to find good racing lines and the like will find it too flippant, but if you're after a bit of a laff then it certainly provides that. Don't expect the four-player mode to really deliver the goods though because the screen slow-down is so much as to make that option almost unplayable. Good fun in solo and two-player modes, but not the best. That accolade goes to *V-Rally '97* by quite a long way.

Andy Smith

Tracks

You could never accuse Rally Cross *of not having enough tracks. As well as being able to race the game's courses forwards or backwards, there are three variations to each track that become available to you. The variations don't alter the tracks radically, most of the time they simply add more mud puddles and things like that – but some do introduce new route choices and they can help to make driving the course very different. All in all, a good thing to have if you want to extend the playing life of your game.*



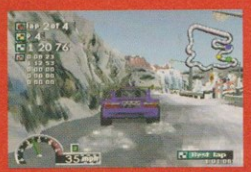
Round and round and round and round the oval track we go. And round again.



A tricky course with a couple of route choices to make along the way.



It may look simple enough but this is one of the bumpiest tracks in the game.



Twisty-turny stuff on the slippy-slidey snow and ice. Tricky and relatively slow.



The desert track is harder than it looks too because it's easy to get lost.

RALLY CROSS		GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
VERSION REVIEWED	PlayStation	Excellent scenery and tricks (splashes and the like). Neat car damage effects as well.	Each car has a lovely throaty roar. The suspension squeaks like an old bed too!	Frustrating to start with and hard to work out where you're going, but it gets better.	Loads of courses and loads of modes of play mean you should be bouncing round for ages.	
NO. OF PLAYERS	1 to 4	80	80	79	77	79
FROM	Sony					
PRICE	£40					
AVAILABLE	Out Now					

JUDGEMENT *More a cartoon than a simulation, but certainly enjoyable. The four-player mode doesn't live up to expectations however.*

RALLY CROSS VS V-RALLY '97

So you want to buy a new driving game and you quite fancy a bit of rallying for a change. Here's how our two rallying titans – Rally Cross and V-Rally '97 – shape up bumper to bumper. There can be only one winner...

AVAILABLE ON PC PlayStation N64 VERSION TESTED

Will two games so closely matched ever be equal? Yes! Read on to find out which is the best, and why the other one is the worst. But we're not telling you yet...

Multi-Player



RC may have a four-player mode but it's almost unplayable. VR wins in this category because it gives the player the chance to split the screen either vertically or horizontally and it doesn't suffer from the screen slow-down that RC suffers from, even in two-player mode. VR also scores added points because it allows two players to compete over more than just the single race.

RC 1 2 3 4 5 6 7 8 9 10
VR 1 2 3 4 5 6 7 8 9 10

Realism



This is always going to be VR's category. You spend so much time bouncing around in the air in RC and not really having to pay too much in terms of time lost that, even though VR does tend to overplay the crashes (you can spend far too long sliding along on your roof to be realistic), it still wins. VR's cars are much more solid and react more realistically too.

RC 1 2 3 4 5 6 7 8 9 10
VR 1 2 3 4 5 6 7 8 9 10

Graphics and Sound

RC wins the sound battle hands down because the engine noises are much better and there's no dreadful soundtrack. RC only just loses out on the graphics front too because VR manages to be a little bit special. Even Rage Racer would have trouble competing with VR on looks. VR also has more variety to offer and everything looks very life-like.



RC 1 2 3 4 5 6 7 8 9 10
VR 1 2 3 4 5 6 7 8 9 10

Damage



RC's the winner here, primarily because it shows you how beaten-up your car's become. Both games punish the player for making mistakes by forcing them to lose valuable time – in VR's case this can mean game over because you can fail to make a checkpoint – but neither of them penalise the player by making the cars harder to drive.

RC 1 2 3 4 5 6 7 8 9 10
VR 1 2 3 4 5 6 7 8 9 10

Difficulty Curve

RC wins here (just) because it doesn't make all the cars immediately available to the player. In VR you can just get into a more powerful car, and race against more powerful opponents. In RC you have to work your way up to a better car and then you have to race on slightly harder courses. RC's way is better and don't let anyone tell you different.

RC 1 2 3 4 5 6 7 8 9 10
VR 1 2 3 4 5 6 7 8 9 10

Handling

If we were talking about analogue pads only VR would be the winner because it's so smooth and lovely. RC benefits from the analogue pads too and is actually better to handle on the standard pads than VR because it's slightly more responsive and less prone to over-steer. VR will have you see-sawing across the road as you overcompensate for mistakes.

RC 1 2 3 4 5 6 7 8 9 10
VR 1 2 3 4 5 6 7 8 9 10

Speed



Neither game's a real Rage Racer or Wipeout 2097 because the courses don't really allow for it. VR is generally faster than RC because you don't spend quite so much time bouncing around the screen. RC is no slouch though and manages to convey a good sense of speed even when you're only going at some 50mph or so.

RC 1 2 3 4 5 6 7 8 9 10
VR 1 2 3 4 5 6 7 8 9 10

Overall

Some would say that these two games shouldn't really be compared to each other anyway. One's a serious rallying simulation which requires a great deal of effort from the player and the other's a kinda horsing about 'Woah! Here we go flying again' driving-not-too-seriously affair. They're wrong. They've both got Rally in the title for a start. And we're GamesMaster and we say "Compare those games. Which one should the readers buy?". The answer is VR because overall it's better. There, how's that for scientific?

RC 1 2 3 4 5 6 7 8 9 10
VR 1 2 3 4 5 6 7 8 9 10

Tracks



RC has less tracks but you can race them backwards as well as forwards which scores it a couple of extra points. RC also scores well because there are the occasional route choices to make. VR scores just as well because there are more tracks and more variety to the tracks – select a track in VR and you can bet the next one's going to be completely different. The same can't be said for RC though.



RC 1 2 3 4 5 6 7 8 9 10
VR 1 2 3 4 5 6 7 8 9 10

Tolerance

RC's the winner of this category because even though you spend a lot of time bouncing around (sometimes going end-over-end) you can land on your wheels and drive off. That's not something that happens very often in VR. In fact, you can clip a blade of grass in VR and find yourself going end-over-end and you'll never come out of it facing the right direction and doing 100kph!

RC 1 2 3 4 5 6 7 8 9 10
VR 1 2 3 4 5 6 7 8 9 10

TOTALS

RALLYCROSS OVERALL 79

VRALLY OVERALL 90

RUSH HOUR CAN BE MURDER

"More tracks than Ridge Racer and more realistic handling..."

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"Tokyo Highway Battle is a real shocker. Seemingly coming from nowhere, this will sell faster than naked pictures of Tiffany from Eastenders."

Total PlayStation

90%

TOKYO HIGHWAY BATTLE

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AVAILABLE ON

PC

PlayStation

VERSION TESTED

Reeen keeps her demon Saturn-owning daughter, Fumi, here as a slave. If, that is, Fumi doesn't get to her first...











And legend did tell of a Saturn fantasy wargame. And, lo, did it transpire that it were a bit good, like.

DRAGON FORCE

Why, t'was true – a press of a button would reveal the castles within the realm of Legendra.





Left: Some of the magical attacks are pretty flaming pokey. Below: 'Behold,' goes the Saturn, 'as I do tons of scaling. 20 sprites without even breaking a sweat.'



It was a time of chaos. Again. Yes, it's time to wheel out those 'thees', 'thys' and 'thous' once more as Sega delivers a Saturn strategy RPG packed to the gunwales with pointy-jawed heroes, ornate helmets and all manner of mystical goings-on.

Upon powering-up, *Dragon Force* delivers a pre-rendered anime-style intro (the game was originally created in Japan and brought to the west by RPG conversion maestros Working Designs) accompanied by a clichéd voiceover that promises very little in the way of originality or excitement. This is a fairly typical tale of a fantasy realm: the land once knew only peace... a bad guy turned up with evil intentions... 1,000-year war... eight chosen heroes... blah flamin' blah. So far, so ordinary.

The first consideration facing the player is which of these eight heroes – or monarchs, to be more specific – to take control of, and therefore which region of the game's map to occupy from the outset. More scene-setting ensues in the form of written dialogue and some attractive – but static – artwork, then it's about time to get into the game proper.

The crux of *Dragon Force*, its battle engine, presents your general and his army at the far right of an expansive warzone (which varies in appearance depending on what style of territory the encounter is in – castle courtyard, open plain, etc) and the opposing force at the far left. The two generals stay put throughout, sending off a number of grunts to clash in the middle while taking into consideration keeping a number back to serve as personal protection or even sending troops wide in order to avoid centre-field combat altogether, heading immediately for the opposing general.

The simplicity of this set-up, and some effective sprite-based graphics that produce battle sequences of extraordinary intensity, make for an addictive little game, and it's not long before those initial concerns are at least partially disregarded. Further play reveals a surprisingly involving experience: each character is built effectively throughout the game as they encounter others to give them a more three-dimensional feel, and the task of creating and maintaining a deadly fighting force (and wresting territory from other monarchs in the process) will prove irresistible to anyone who has dabbled with fantasy wargames in the past.

Dragon Force hits the mark because it doesn't mess about with unnecessary paraphernalia – its interface is clear and consistent; battles, despite their sometimes excessively frantic nature, are easy to follow; and its instructions will appear accessible even to those who've never experimented with this game style.

Gripes? Well, it doesn't always succeed when it tries to be funny (whoever at Working Designs decided that one character making mention of a telephone company would work as a gag – given the game's setting – should be run through with a lance), and in some respects – and this goes back to what I said earlier – it doesn't make any great effort to pull itself out of those flogged-to-death D&D-style themes. I've had my fill of times of old when knights were bold and that, thank you very much.

This is a well-designed and worthwhile game. Don't expect too much from the 'RPG' part of Sega's 'strategy RPG' label and you won't go far wrong.

Tony Mott

Huh?

Working Designs, the chaps responsible for converting Dragon Force *from its Japanese incarnation, have been criticised in the past for naff translation work. It doesn't seem as though they've listened to a thing.*



Well, 'posterior' beats 'butt', I s'pose. Still typical cheesy American game banter, though.



Now some of this stuff is just entirely inexplicable. Of course you're a bloke, luv...

It's your round

Dragon Force *may at first appear a trifle daunting to Saturn gamers weaned on fast-action titles like* Sega Rally *and* Virtua Fighter, *but it's pretty straightforward once you get into it. It's a turn-based affair, a typical round going something like this...*



You're presented with a menu allowing you to present awards to your generals (upping their abilities); set up an audience (meeting) with generals or captives; search other castles for valuable items; or fortify your castle (bringing in extra men to the unit. Alternatively, deploy an army...



... which is what you do here. The map screen can be scrolled around at any point and presents the game world in an easy-to-understand format, coloured flags indicating which monarch has control over each particular territory. Combat can occur anywhere on the map.



Having elected to go toe-to-toe with an opposing force, it's time to decide which general (from however many you have in the current group, each having his own army) to put into battle. This is where it's important to look at what sort of foe you're up against (see Going to war).



This is what you'll spend most of the game doing: kicking the brain-jelly out of anyone who dares challenge your charge to rule every territory. This is where 'special', 'offense' and 'defense' strategies are selected, which then open up a further menu offering finer combat options.









Left: Most generals have the ability to unleash magical attacks, which can be effected only when their power bar is maxed out.



Going to war

When entering a battle it's crucial to examine the state of the opponent's armies. Each commands a unit consisting of one of eight types of warriors, from bog-standard rumble-merchants such as archers and beasts, to more outlandish examples like zombies and dragons. Crucially, each type is better at fighting certain opponents than others – archers being strong against harpies, for example, but weak against zombies – so players must bear this in mind before electing which troops to send into battle.



Anime-style graphics are the order of the day, each army being represented on the map screen by a super-deformed warrior-bloke thing. Noice.



When each army's soldiers are defeated, it's down to the two individual generals to go head-to-head. This is handled with a turn-by-turn basis, too.

DRAGON FORCE

VERSION REVIEWED	Saturn
NO. OF PLAYERS	One
FROM	Sega
PRICE	$AD
AVAILABLE	August

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
There might not be any polygon action going on, but it's all clear, atmospheric stuff. 77	*By-the-numbers musical scores for the most part, along with some average effects.* 65	*Exactly how strategy games should be: accessible, engrossing and rewarding.* 87	*With eight scenarios for you to tackle, there's a wealth of stuff to get your head around.* 86	86

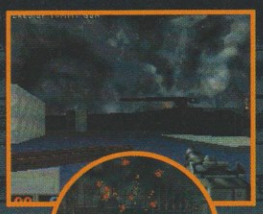
JUDGEMENT *Pushes the UK Saturn's game library in a welcome direction. If You Like This Sort Of Thing.*

AVAILABLE ON VERSION PC TESTED

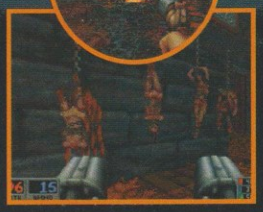
Wolfenstein, Doom, Doom 2, Heretic, Hexen, Quake, Duke Nukem 3D, Rise of the Triad... Got the lot of 3D shooters seems endless. Can this be any better?

The most gory 3D game available on the PC? Probably. But it is any good?

BLOOD

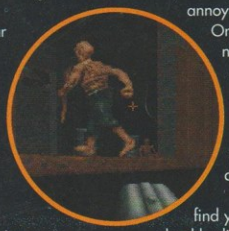






Blood. It says it all really doesn't it? For once, surely even the whinging politically-correct watchdogs can't complain. After all, if you buy a game with this title, you'd have to be a prize arse not to realise it might be a tad on the violent side. But while Eidos' foray into the 3D first-person genre has a great title, and is undeniably gruesome, it's not exactly backed up by the best technology in the world.

As everyone knows, *Quake* currently rules the PC's 3D shoot-em-up division – a crown that's been passed down from *Doom*, and *Duke Nukem 3D*. The reason *Quake* is so superior is because of the 3D engine it uses to create a realistic environment. Unfortunately, *Blood* uses the older and far less sophisticated Build engine made famous by *Duke Nukem 3D*. It has been modified to create some neat graphical effects and boasts a better mouse-look system than *Duke*, but it still relies on sprites for the enemies rather than the far more effective polygons used by *Quake* and the next generation of 3D games.



Blood starts promisingly: pitchfork in hand, you desperately run around, skewering zombies and hooded henchmen, slowly collecting flare guns, TNT and shotguns. But just when you're beginning to enjoy it, *Blood* disappoints. First of all, it's depressingly difficult, but having struggled through the first two episodes, you discover that the enemies (all of whom are undead – so how come they die?), aren't as varied as they should be. Even on the final level, you'll find yourself battling the same moaning zombies and annoying rats as you do at the very start.

On the plus side, *Blood* does, believe it or not, contain a lot of blood. And I mean a *lot*. Heads are lopped off and can be kicked around, half-dead bodies litter the landscape and can be pitchforked for energy, while the floors and walls become spattered with blood as you wander around, firing indiscriminately.

This, of course, is great fun, and you find yourself mercilessly blasting prone half-dead bodies just to see them explode again in yet another fountain of red goo. However, like most games which rely on out and out gore for their novelty value (hands up *Carmageddon*), it soon becomes a little boring; before swiftly moving on to very boring.

There's nowt terribly wrong with *Blood*, but there's also nothing outstanding either. We've seen so many 3D games that a new one has to have something very special to hold our interest. Unfortunately for *Blood*, once you've seen one severed limb, you've seen 'em all. **Matthew Pierce**

Army of darkness

The enemies in Blood *may not be very varied, but the few that do exist are tricky little swines. Pity they're so blocky. I feel like taking some sandpaper to their edges...*



Rats. Need I say more? These are a right nuisance, scuttling around, gnawing at your tootsies. Your TNT will sort them out in large numbers.



Underwater you'll meet this many-fanged beastie. He's a lot more agile in the water than you, so make sure you get a few shots off quickly.



This demonic creature tends to spit large balls of fire at you. Not the most sociable of creatures. Cure his halitosis with a well-aimed shotgun.



These hooded freaks are difficult to waste. Especially when all you've got is a pitchfork. They're armed with Uzis, and are good shots.

Lethal weapons

True to its name, Blood *features more than a few drops of the red stuff – and more than enough weapons with which to start it flowing...*



The pitchfork is cumbersome and only useful for short-range combat. Great for turning zombies into kebabs.



Shoot an enemy with your flare gun and watch them burst into flames. What would Mary Whitehouse say? Who cares?

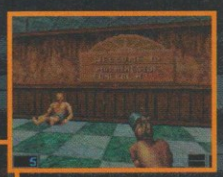


Shower everything in flames, with the spray can and fag lighter used in a deadly combination. Very nice.



TNT. You don't want to be up close when this baby goes off, so hold down the mouse button to throw it a long way, and leg it double quick.





If they were complaining about *Carmageddon*, God only knows what they'll make of this amusing little number.



Some double fare gun madness will soon sort this lot out.





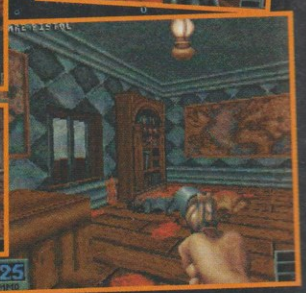


Anything less than this gun by the time you reach this section and you're dead.





Guess where this pitchfork is heading?



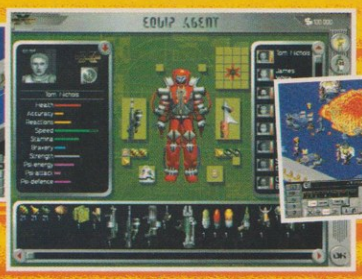
BLOOD	
VERSION REVIEWED	PC
NO. OF PLAYERS	1 to 8
FROM	Eidos
PRICE	£35
AVAILABLE	Out Now

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
Varied and detailed backgrounds and loads of blood. Blocky sprites look dated now. **70**	Atmospheric effects feature groans aplenty. Muffled speech though. **72**	Smooth, fast, but medium skill setting is too hard. Doesn't rival Duke Nukem 3D. **65**	One-player levels and multi-player option should keep you busy. Not as good as Quake. **72**	**70**

JUDGEMENT *A reasonable 3D blaster which piles on the blood and gore. It's still not enough to make it an absolute classic though.*



Let's see the bloke from Brush Strokes fix that with his Flash liquid.



Needless to say, with all these overhead bits, this isn't a city populated by very tall people.



Introduce the aliens to the delights of a Megapol Grenade. It may look like a lolly but it's got a mean kick.



X-COM and Command & Conquer have mated. Can the combined genes produce the ultimate strategy game?

X-COM: APOCALYPSE

Just what is it about our humble planet that makes it so attractive to every unpleasant species in the entire universe? Sometimes it seems that you can hardly turn your back for a minute without many-tentacled things from outer space turning up on the doorstep and attempting to carve you into convenient bite-sized chunks, or blowing you and your house into zillions of pieces.

Take the near-future Earth of MicroProse's *X-COM* games, for example. Already it's been faced by two invasion efforts, one from space and the other from beneath the oceans, and both times only the top-secret X-COM organisation managed to save the planet (see 'The history of *X-COM*'). Now, 40 years after the events of *Terror From The Deep*, the Earth is under threat again – and once more it's up to you, as the commander of X-COM, to defend what's left of the planet from a third alien invasion.

This time the action is based not on a global scale, but in the single, vast city of Mega-Primus – with most of the population having emigrated to new colony worlds, this is the last remaining enclave of humanity on Earth. Rips in the fabric of reality have appeared around the city, and through them strange new UFOs show up. It's up to you to find out what's going on, and how to put a stop to it.

As with the previous games, *X-COM: Apocalypse* is actually two games in one. From the 'Cityscape' screen you manage and control every aspect of X-COM's strategy – building secret underground bases, hiring staff, researching alien biology and technology, dealing with the other organisations in the city, and attempting to intercept UFOs before they can do any harm. Then, when things come down to close combat between aliens and your troops, the game switches to a tactical combat section in which you have full control over your individual soldiers and their actions. What makes *X-COM: Apocalypse* stand out from the previous games, though, is that it's based on a completely new and much-improved game engine.



The shift in scale – from defending a whole planet to defending a single city – has allowed for a great increase in the level of graphic detail. And the developers, Mythos Games, have taken advantage of both that and all the lessons learned from the first two games to create a truly stunning sequel.

Combine this with equal improvements to the look and feel of the game, and you end up with a true masterpiece. Like all truly great sequels, *X-COM: Apocalypse* retains the key elements that gave the original game its massive appeal, but builds and expands upon them in every respect. There's more depth and detail than ever before, together with more options and more variety in the gameplay, and several massive improvements like the new realtime tactical combat system. This manages to be both faster and easier to use without losing any of the options of the turn-based system used by the previous games (which is still included as an option).

Without a doubt one of the best pure strategy games available for the PC, *X-COM: Apocalypse* will easily satisfy any experienced *X-COM* player, and is just as fascinating and addictive for newcomers to the series.

Les Ellis





The history of *X-COM*

If you've never heard of X-COM *before, a little bit of background is probably in order.* X-COM: Apocalypse *is the third game in MicroProse's* X-COM *series, which began with* UFO: Enemy Unknown.

Set in 1999, Enemy Unknown *put the player in charge of the newly-formed* X-COM, *an organisation dedicated to protecting the Earth from UFO incursions and alien attacks. Skilfully combining the best elements of strategy and tactical combat games, it quickly became a smash hit and an instant classic.*

Set in 2039, X-COM: Terror From The Deep *saw a return to the struggling world of the near-future, this time faced by an alien menace from beneath the oceans, where a vast alien colony ship had awakened after lying dormant for 65 million years. Although still a very good game,* Terror From The Deep *suffered from being little more than an updated version of the original with much tougher missions.*



Enemy Unknown, slow and clunky now but still a cracking strategy game.



Terror From The Deep, now available on PlayStation with very few changes.



"Did I fire fire 1000 rounds or only 999? Well do you feel lucky alien punk? Well do ya?" Aliens hate it when you talk tough.



X-COM: APOCALYPSE	
VERSION REVIEWED	PC
NO. OF PLAYERS	One
FROM	MicroProse
PRICE	£35
AVAILABLE	Out Now

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
Nicely detailed SVGA throughout, with imaginative designs and some neat animation. 85	Atmospheric spot effects in the long tactical missions, but fairly average music. 80	A bit tough to start with, but deeper than the Grand Canyon and incredibly absorbing. 90	More a question of how much time you have than how long the game will last... 92	89

JUDGEMENT *The best X-COM game yet, and one of the best new strategy games for the PC this year.*



Like every Mega Drive *Sonic* game, the 'blue 'hog sticking head through ring' motif is used.



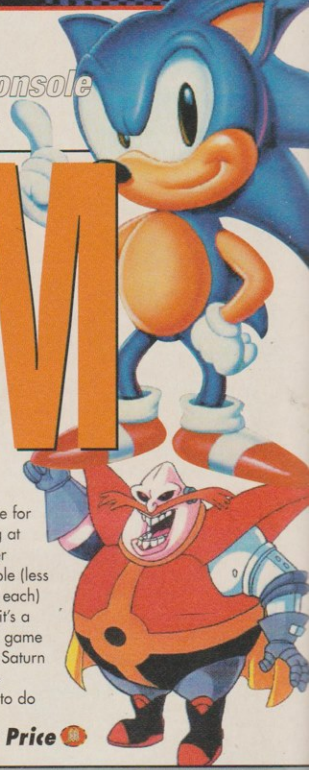
The game select screen where, strangely enough, you can pick the appropriate cart. Marvellous.


In the movie theatre found in *Sonic World*, players can view weird Jap *Sonic* ads, like the one above.



Crusty games bought back for one more outing are like a console rash — no-one wants them. Sega's effort is an exception...

SONIC JAM



AVAILABLE ON

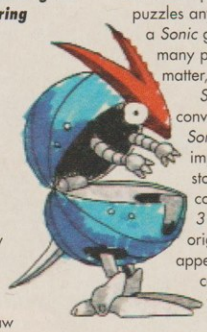
PC | PlayStation | SATURN | MD | SNES

VERSION TESTED

The four Mega Drive outings included on Sonic Jam are, frankly, enough. Also available on the Mega Drive. A PC conversion of is possible, but not confirmed.

With retro collections the domain of game snobs, Luddites and a smattering of enthusiasts, Sega are perhaps the first developers to put together a package that brings the ideal into the mainstream. Eschewing the easy option of re-releasing Asteroids clones, Pac Man variants and miscellaneous old tat – right, Namco? Williams? – Sonic Team have produced a compilation that can appeal to everyone.

Every gaming platform, no matter how ill-conceived or unpopular, has its defining game; a title that virtually everyone will remember. Like *Sonic The Hedgehog* for example. The Mega Drive saw four outings for the spiky blue freak in the environment that always suited him best – that of fast, level-based platform action. You won't find narrative or puzzles any more complicated than where to jump in a *Sonic* game, which is one of the main reasons so many people of all ages bought them (and for that matter, still do).



Sonic Jam comprises four cracking *Sonic* conversions and a tantalising extra known as *Sonic World*, the 3D engine is certainly impressive and makes you wonder what's in store for future 3D Sonic outings.. Perfect conversion means that *Sonic*, *Sonic 2*, *Sonic 3* and *Sonic And Knuckles* are true to their original Mega Drive incarnations. Sega appear to have created Mega Drive emulation code of astounding quality, which bodes well for future *Sega Ages* compilations.

With four games, their respective sub-games, a 3D mini-game and just about every piece of Sonic animation, artwork and music you'll ever wish to hear, *Sonic Jam* is astonishing value for money. Retailing at £35, the cost per game is negligible (less than seven quid each) plus, of course, it's a slice of platform game history that any Saturn owner would be insanely foolish to do without. Buy it.

James Price

Sonic The Hedgehog



The original *Sonic The Hedgehog* is a singular part of the compilation in that it has been improved in a small but somewhat significant way – the Spin Dash that debuted in *Sonic 2* and features thereafter has been added. This makes slow trundles up hills a thing of the past, speeding gameplay up in the process.

Sonic The Hedgehog may look a little minimalist when side-by-side with its comparatively lush sequels, but there's no doubting it's one of the most compulsive platform games ever devised. Sega took many a leaf from Miyamoto's metaphorical book when creating it, but in shifting the emphasis from mere platform negotiation to platform negotiation with toe-eroding amounts of speed, they created a bit of a monster.


Has anyone ever wondered why Sonic actually *needs* the rings?

Like its three companion titles, *Sonic The Hedgehog* has been blessed with a Time Attack mode. That Sega have taken so long to include this option in a game containing their speedy hedgehog-freak is mystifying, but they partially acquit themselves by offering it now, and about time to. It seems to work best on this original game, simply because the level design is a little less cluttered and hectic, lending itself to a more consistently fast challenge for you speed-freaks.



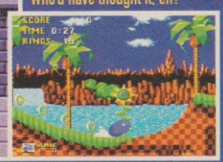






Dr Robotnik pops up at the end of each section for a gadget-led scrap.





Below: A spin dash in *Sonic 1*! Who'd have thought it, eh?

Sonic 2



Sonic 2 marks the debut of Miles 'Tails' Prower, a fox with two tails – hence the name (obviously lives near Sellafield or something). Capable of rotating these butt protrusions at high speed, Miles can turn himself into a kind of biological helicopter. If Darwinian theory is to be taken as absolute fact – that is, natural selection meaning that those most capable of finding food and safety dominate their species – this means flying foxes will be *everywhere* in a few years. This means that, well, CHICKENS ARE DOOMED! EAT EGGS WHILE YOU CAN!







Tails acts like a fox-like shadow for Sonic, collecting rings and other bits that the blue fella misses. Cheers, Miles!

Sonic 3



The third title in the *Sonic* platform series is arguably the best. It's big. It's loud. It's also still without many peers as 2D platformers go. Part of its appeal is that it manages to combine the playability of its forefathers with – certainly by Mega Drive standards – absolutely astonishing visuals. The core gameplay remains relatively unchanged, but there's more to do. Scenery can be manipulated in order to open new routes, its levels are bigger and there's a new range of power-ups.



Sonic bursts through a pile of rubble in *Sonic 3*. He's never done *that* before...







By the time *Sonic 3* was released, many people didn't expect too much after the relative disappointment of *Sonic 2*'s much-hyped November '92 launch. Aesthetic accomplishments aside, it offered far more than most individuals – me included — expected. You'd expect time and widespread usage of 32-Bit consoles would conspire to make this premium Mega Drive title look and play a bit arse... but this is not the case.

Arguably the best game on the compilation for sheer detail and depth, even if it doesn't have the massive nostalgia value of the orginal *Sonic*.



Sonic 3 is easily the best looking of the four games. It's dated, but still nice to gawp at.

Sonic still has a time limit while submerged – the blue fool still drowns.

Sonic & Knuckles



The last *true Sonic* game to appear (well, until *Sonic 3D* arrived on the Mega Drive and Saturn a few months ago), *Sonic & Knuckles* was an unusual cart in that it allowed players to plug their copy of *Sonic 3* into it to get extra levels. And stuff. This gave players features previously unavailable in either game. A novel idea, it was a shame that the Mega Drive's moon was being blasted out of orbit, Space 1999-style at the time. Astonishingly, those clever chaps from Sonic Team have retained this feature for *Sonic Jam*. It's possible to 'plug' another *Sonic* cart into the game (via the Saturn's memory cart port), thus adding subtle and not-so-subtle differences to either of the other three titles. Innovative or what?

As a game, *Sonic & Knuckles* plays much like *Sonic 3*, but without quite the same amount of charm or impact. It's just as good to look at and there's certainly enough of it to hack your way through, but Sega disappointed by not offering anything not previously done to death.



Sonic & Knuckles can be combined with the other three games for extra features.





Knuckles has the ability to climb walls. It's a neat trick, but slows gameplay down rather a lot.

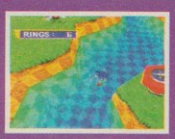


'Shrooms! 'Shrooms! Glorious 'shrooms!

Sonic World

Sonic Jam's main screen offers two options: 'Game' and '*Sonic World*'. Naturally, it goes without saying that every single Saturn owner will dive for the *Sonic World* option with barely disguised glee. A fully 3D environment, *SW* is an analogue-compatible free-form runaround not dissimilar to a certain title recently released by Nintendo. What's surprising, though, is the quality of the texture-maps and the fact that, right into the distance, every cliff and platform are visible. It's a consummate piece of coding, demonstrating yet again that Sega are capable of producing that which third-party developers would have us believe isn't possible.





Unfortunately, there's not much in the way of gameplay – merely several collect-em-up tasks performed against the clock – but it's from this section players can view, listen and read pieces of *Sonic* history. Packed to the pants with features, *Sonic World* is the ultimate Otaku fanboy (or girl) section. Look hard enough and you'll even find some cheat codes hidden away for the other four games included on the CD...



Sonic, in all his bright blue rendered glory. Hog power!

Sonic 2 isn't a huge progression, being more of the same with knobs on. Released in a blaze of publicity, everyone agreed during its original launch that, although samey, *Sonic 2* was A Good Thing. Part of its attraction is the addition of brash, bold features such as the moebius loops, bigger jumps and more speed-orientated moments. Its level design is more advanced than the original *Sonic* — the Casino Night zone is virtually one big pinball table, where players can launch Sonic with joypad-controlled flippers. One part of *Sonic 2* worthy of particular praise is its split-screen two-player mode. In this, one can take on a friend in racing through levels, collecting rings and power-ups in the race to be first.



Left: The two-player mode offered by *Sonic 2*. In this, players can race friends over one of four tracks, one of which is the tricky bonus stage. Right: One of many, many secrets...



Above: Tails takes Sonic on a scenic flight. Pretty, pretty.



Below: Doesn't look *too* much like a hedgehog, does he?





SONIC JAM

VERSION REVIEWED	Saturn
NO. OF PLAYERS	1 or 2
FROM	Sega
PRICE	£35
AVAILABLE	August

GRAPHICS 86
Sonic World is stunning. The ex-Mega Drive games still don't look too shoddy, either...

SOUNDS 84
The usual array of poppy Japanese-style tunes and the odd decent sound effect.

GAMEPLAY 90
Some of the best 2D platform action money can buy. The two-player sections enhance it.

LIFESPAN 90
With four Sonic games to complete and more besides, your £35 buys you a lot of gameplay.

OVERALL 88

JUDGEMENT *The best retro collection devised thus far. Makes Namco's efforts look like museum pieces by comparison. BOOM! BOOM!*

Get with the program

It might be called Carnage Heart *but it's designing the brain of your DIY robot that's the most difficult and rewarding part of the game. By programming your OKE's battle software with an easy-to-use graphics interface you can, depending on your coding skills, create a chrome-trimmed death machine or flat-footed metal fool who'll fall over all the time...*



Start with the basics. Check your cash and begin to assemble all the bits you'll need.



Not the most aerodynamic shape but it looks armed enough to cause some pain.



This is where you get to completely scramble your robot's brain, or make it great.



Then take the newly confused heap of scrap out on the road for a test blast.

Can the strategy and robot building in Sony's latest 3D blaster surpass MechWarrior 2?

CARNAGE HEART



AVAILABLE ON

PC

VERSION TESTED PlayStation

MD

SN

Epidemic and MechWarrior 2 concentrate on the blasting elements of robots. Carnage Heart introduces a totally unique programming feature.

Giant robots aren't something you'd usually associate with thinking. The metallic doom-brains are more often seen grappling with Godzilla, stomping around post-apocalyptic environments in the MechWarrior games and firing off their shiny arsenal of weapons in Manga films. But Carnage Heart is a clever game. It puts you in the white coat and round spectacles of a cybernetic scientist and expects you to buy blueprints, design robots and – the really smart bit – actually program them for a bit of a battle.



So although there's plenty of FX-laden combat, complete with clanking 'bots, laser fire and huge explosions, at no time are you actually controlling your creations in the heat of battle. Instead you're a helpless observer as your brave, or rather dumb, team of Over Kill Engines (OKEs) fight their evil Drakken Group counterparts, according to YOUR programming. It might sound less than thrilling but actually proves to be as involving as a 'Get in there lads!' experience when you're cheering on your national team in some significant sporting events.

Carnage Heart is that rare commodity – a unique strategy game. In fighting to gain control of enemy bases on the moons of Jupiter, an often bewildering amount of options rest firmly on your shoulders. Before you design the software for your 'bots, you need to spend your limited funds wisely buying blueprints of the bodies, engines and weapons that will form the hardware side of things. Once you've come up with what you hope is a cost-effective – but winning design – you can put it into production and wait for the finished product to roll off the conveyor belt.

This design and manufacturing element is balanced with a thick vein of military strategy. As well as ordering your OKEs to move around the battle map and engage the enemy or defend their base, thought needs to be put into how you use different robot designs. With a wide range of hardware components on offer (and new stuff being invented as the game progresses), OKEs with differing capabilities and programs can be put to varying tactical use.

There's more than enough to overload any strategy fan's thinking circuits, but easy menus mean that your patience isn't tested. Even the programming element's not as difficult as you'd expect and it's this feature that makes *Carnage Heart* such an engrossing piece of strategy gaming. Sweating like a proud parent as your loyal robots do their best by your shoddy program, in slick and spectacular 3D battles, is a stressful and engaging experience. Admittedly, *Carnage Heart*'s slew of options and range of levels isn't going to appeal to anyone who wants frantic action. But if you fancy messing with the decision-making processes of metal behemoths, this has plenty of depth. If the programming interests you, this clash of giant robots could prove to be one of the most absorbing strategy games you've played for ages.

Robin Alway





This is what we in the trade call a direct hit. Did pay for the extra armour? Cheapskate.



The command section lets you issue orders to your robot.



Sit back and watch proudly as your faithful 'bot seeks out and destroys the enemy.



Happy robot shopper

Before riveting together your robot's body and pleasing range of weaponry, you'll need to buy blueprints. By visiting several of the world's leading robot supplies manufacturers, you can shop for hardware, invest in a company's research and development division and fish for information about what the opposition are planning. Choose your purchases with the care of an orange-squeezing pensioner in a supermarket.



Don't bother buying British, it's all expensive rubbish.



I don't think this is some kind of school bus-type vehicle.



He who has the biggest guns wins. That's our battle motto.

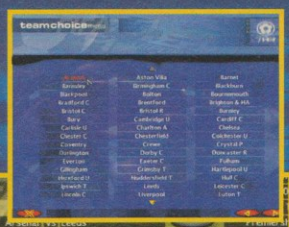


Here's your vehicle, now just put on all the added features you bought

CARNAGE HEART	
VERSION REVIEWED	PlayStation
NO. OF PLAYERS	1 or 2
FROM	Sony
PRICE	£35
AVAILABLE	Out Now

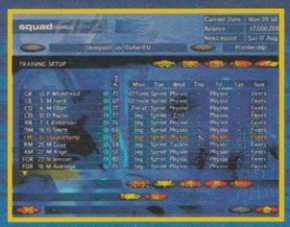
GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
Ace-looking 3D battles with eye-juddering effects that you can view from any angle. 82	*Appropriate metal-shattering effects and a pounding, dramatic musical score.* 75	*Complex but rewarding business of designing a bot is top. Programming feature is unique.* 82	*Limited appeal but limitless amounts of thinking and redesigning if you do get into it.* 85	83

JUDGEMENT *Too complex for casual play. But enjoy the fact that you control your 'bot's programming and it's a uniquely addictive strategy game.*



You can choose whoever you want to be. Choose Bristol Rovers if you want a challenge or Man Utd if you want to win trophies.





Your boys have got two days off this week, maybe you should work them harder?



A view of the game

Give your players some orders – tell them it's a long-ball game you want to see, bias the team so that your best tackler is the one who goes for the ball the most and then watch them in action. There are two views – a split-screen two cameras at the sideline affair and the good ol' overhead view. Both are sort of okayish – neither of them are stunning – but both enable you to watch how your team shapes up.



Watch the games and then make adjustments to individual players as you see how they perform. If that doesn't work, buy Shearer.

Think EA. Think football. Think official FIFA license. Bet you didn't come up with footy management?

FIFA SOCCER MANAGER

But that's exactly what EA have come up with: a football management game with the added bonus of having the FIFA endorsement. And having that endorsement means that all of the teams and all of the players in the game are correct – none of this Manchester Rovers nonsense. Unfortunately, the FIFA license doesn't extend as far as being able to call the FA Cup the FA Cup. The English Cup will have to do, but you know what they're on about.



As with all football management games, the idea's to get your team to the top of the league (the Super League in this case, not the Premiership – FIFA licences, again, don't extend that far) using a cunning combination of timely purchases, rigorous training and shouting at your players to play the way they should be playing, i.e. your way. A good footy manny game will give the player enough control to get that done without making it tedious. *FIFA Soccer Manager* does exactly that.

You can tweak things here and they have an effect down there. Each player can be told exactly how to play and it's very satisfying to watch them then go and attempt to do as you've said. And yes, there's the whole money side of things to be taken care of as well, from player purchases to setting the ticket prices.

FIFA Soccer Manager is a fine game. It looks great – not just the games in action but the menus and so on – and the player has an enormous amount of control. It's not the most user-friendly game and sometimes you have to wade through quite a few menus to get to the one you actually want. Confusion will reign when you pick this up for the first time, but once you've found your way round the system you'll find yourself playing almost constantly. ***Andy Smith***



Keep an eye on the contract situation and make sure you sell a player before he becomes eligible for a free transfer.





Team tactics make all the difference to the way you perform.





Will they discover all that cash you've managed to rake off?



The transfer market is full of over-priced players. Well, it is until you try and sell your cast-offs.

Where in Europe?

As well as having all the teams and players from the English leagues, there are also all the teams and players from the German, French, Spanish, Scottish and Italian leagues too. Once you've had a good run at the top of the Premiership (oops! Super League, sorry…), try taking lowly Unterhaching to the top of the Bundesliga. It'll keep you going for years this one…



Had a nasty experience on holiday in Europe? Get revenge by ruining one of that nation's top teams and selling all their big names.

FIFA SOCCER MANAGER

VERSION REVIEWED	PC
NO. OF PLAYERS	One
FROM	Electronic Arts
PRICE	£34
AVAILABLE	Out Now

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
85	77	78	90	82
Super-slick and groovy all round. Even the games in progress are fun to watch.	*Whistles, cheers and doors slamming as you make your decisions. It sounds great.*	*It takes a while to figure out how to access a menu at the right time. Not easy.*	*Once you start you just keep going. Then try it all over again in a different country!*	

JUDGEMENT *Not easy to get into immediately and a little clunky at times, which is the only reason this doesn't get a score in the 90s.*

AVAILABLE ON PC VERSION TESTED

PlayStation

We still reckon that Ultimate Soccer Manager on the PC is the best footy manager game ever, but this could well give it a run for its money…

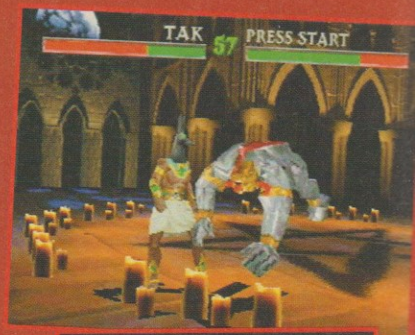




Grox is one of the game's bosses and here you are being him. Cool, eh?



Notice the rather bland backdrop on this level. It's not the exception either.



Is War Gods really a 3D Mortal Kombat? Does Tekken 2 finally have a rival to worry about?

WAR GODS



There's a novelty. They managed to get two characters on-screen, both of whom weren't ripped off from *MK*.

AVAILABLE ON

PC

PlayStation

VERSION TESTED

N64

3D beat-em-ups on the PlayStation? Don't make Tekken 3, and Soul Blade then. Anything else right now desperately needs the axe, especially War Gods.



The early planning stages of War Gods must have taken about, oh, five minutes I'd say – if that. That all-important design document would probably read something along the lines of, 'Oh, and then shove it all in 3D. Cheers.'

It's not as if they've even tried to cover it up in any way whatsoever. *War Gods* has just ripped *MK* off mercilessly in every department. The problem is that they were obviously so pleased with themselves for having got hold of these ideas that the developers have forgotten, or just not bothered, to implement them in a way that actually makes the game any good.

With only ten characters, plus a couple of bosses that you can control later on, there isn't much scope here for any kind of variety. In a fight, the animation is awful and the graphics on all these characters glitch like a bitch. A few *Mortal Kombat*-style directions and button press combinations will soon have you pulling off the special moves. Although, to be honest, they are pretty dull and uninspiring copies of what the *MK* characters were doing years ago.

Tekken 2 must be having a sly old giggle to itself after seeing the American answer to its oriental majesty. The slick, smooth flowing fights available in that and *Soul Blade* are a million miles away from the hit-and-miss affairs that happen in *War Gods*.

To give you some kind of indication, normally when we have a new beat-em-up in the office there's normally a queue of people lining up for a two-player game. After playing this for a few hours – with various people watching over my shoulder – the crowd mysteriously seemed to disappear when I offered a two-player challenge. Even Marcus, our supposed beat-em-up king suddenly had something terribly important he had to see to in the kitchen. You work it out.

The beat-em-up genre is seriously overcrowded right now, and something which offers fewer characters than the rest will struggle. A crusty old fella like this that combines fewer characters with some distinctly unimaginative gameplay and ripped-off moves (even down to the fatalities) is going to be in for a real hard shoeing when it faces the big boys in the shops. This one is destined for a life in the bargain bin, but at anytihg over a tenner, it's far from being a bargain.

Les Ellis

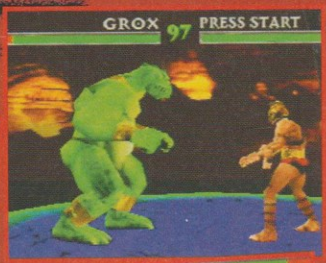


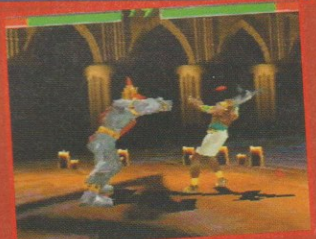
It may say 'Vs' but it actually means wait ages for it to load.





Tak is a real sticky opponent to go up against. Sorry 'bout that.

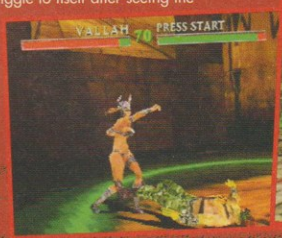




Be the boss

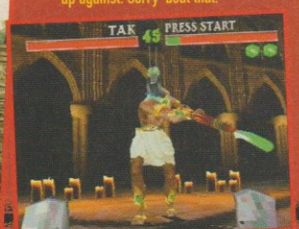
As usual, the whole point of the game is to beat everyone up so that you can face a boss. And as usual, you can actually play as the boss if you want. In War Gods' case the boss is Grox and you can play as him by entering 6969 on the code screen. You can also play as Exor but I'm not giving you the code – maybe next month.





Vallah brings forth the Holy Arm Pit of Armageddon. It stinks almost as much as this game which is difficult.





WAR GODS	
VERSION REVIEWED	PlayStation
NO. OF PLAYERS	1 or 2
FROM	GTI
PRICE	£40
AVAILABLE	Out Now

GRAPHICS 60 — Very average 3D polygons with bad animation. Special moves keep it alive.

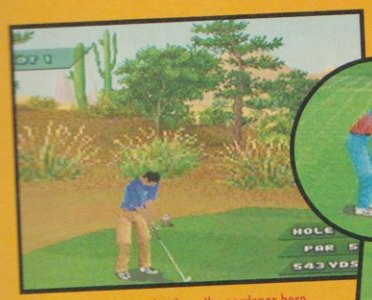
SOUNDS 70 — Beefy grunts and groans with spot effects. Never comes close to Tekken 2 or Soul Blade though.

GAMEPLAY 50 — Shallow 3D beat-em-up action that rips off Mortal Kombat. Needs more original features.

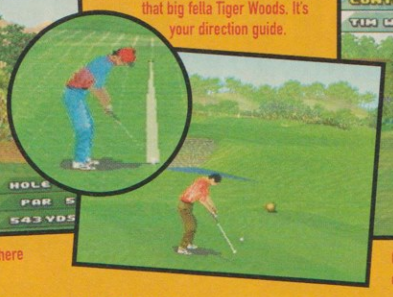
LIFESPAN 52 — Only ten characters and you'll rip through it pretty quickly. One to leave on the shop shelf.

OVERALL 51

JUDGEMENT There is no way on earth you should consider this when you have the likes of Soul Blade and Tekken 2 out there. Very weak.



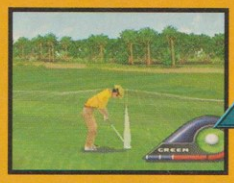
"Hmm, must get some tips from the gardener here before I go home tonight. Love those bushes."



No, it's not speed blur from the ball hit by that big fella Tiger Woods. It's your direction guide.



One of golf's most exciting moments came when one player dived into a lake after winning a game.

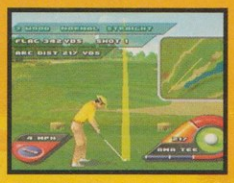




The Americans couldn't hit this flag with a guided missile but you can succeed with a bit of metal.

Gremlin are back with their second take on Actua Golf. But will they be celebrating in the 19th Hole later...?

ACTUA GOLF 2



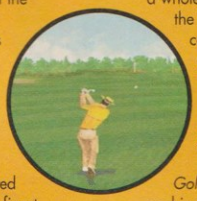
Although Actua Soccer CE was never really a sequel, you'd be quite within your rights to moot confidently that Gremlin's last foray in the world of the follow-up was hardly spectacular.

However, subsequent worries about *Actua Golf 2* can be well and truly put to bed. Here, for players and on-lookers alike, is the second coming of the definitive golf sim.

Your v-neck-clobbered golfer now slinks through his motion-capture beautifully, fully following through as he sends balls soaring down the fairway. Use the replay to retrace a pleasing shot and you'll notice him place hands on hips and put his weight on the club, watching hawk-eyed as his ball drops into place. The fact that Gremlin have emulated golfing behaviour on the course is one of the finest parts of this successor.

There are now four extra courses, dotted about the world and the invention in each one is astounding. From the rugged sands of Orange Rock to the water-led danger of the Ocean Course, each one threatens a veritable bunker-full of danger, but guarantees glee once your ball's been sunk. Each course looks gorgeous, unlike its numerous predecessors – EA's *PGA Tour '96* and even *Actua Golf* to a certain extent – where the visuals consist of standard old green-grass-green-trees guff.

On from that, there's a city-sized options set-up with a wholesome medley of playing modes (including the multi-player magic of the Strokeplay competition) and – grin-inducingly – the opportunity to change the clothes, hat and skin colour of your chosen player. Loading and saving mid-game is also possible via the magic of your little grey card-fella.



But, it's on the course that *Actua Golf 2* really excels. Golf mouth-machine, Peter Allis, does a grand old job, his dulcet tones accompanying your every cock-up. Should the situation arise, he won't hesitate in reprimanding you with, "That really was one of the worst shots I've seen in a long time." And who are you to argue? As Allis himself frequently bleats, "If in doubt, just say nowt."

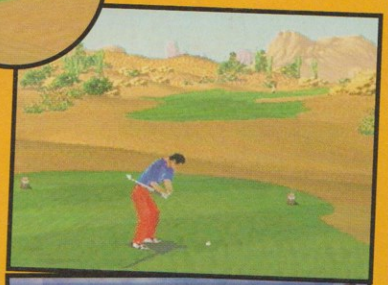
If there's one criticism of *Actua Golf 2*, it's that the shot-playing set-up is needlessly complicated. The manual is so badly written that you'll find little or no help in your quest for answers and it's only through the buttock-clenching prospect of trial and error that you discover what's going on. But eventually, the processes of X-tapping as the meter fills then drains become second nature, though that's not to say you won't be fishing balls out of the lake or traipsing across the bunker during your first few weeks.

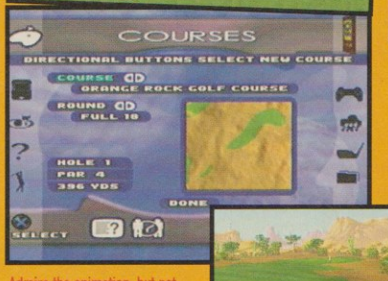
That is, however, a minor quibble. This game is far superior to any other of the golfing genre, on any other console system – and that includes the N64's St. Andrew's Golf. If *Actua Soccer 2* shows the same level of improvement come the autumn, then we'll be in for a rare old treat.

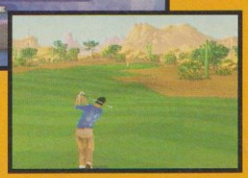
Tim Weaver







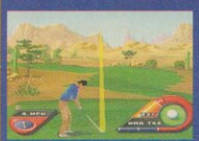




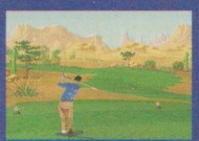
Admire the animation, but not the fashion sense. These guys make Rupert Bear look like a complete fashion God.

Fore what it's worth

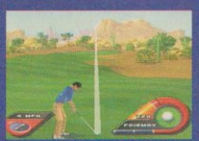
Right. Let's don those stripy trousers and take to the course...



At the tee, take note of the black line. This shows power.



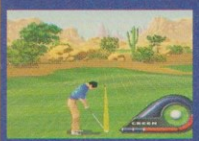
Tap X a couple of times to get the shot underway...



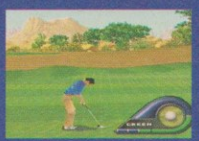
... lovely and straight. Just the way it should be.



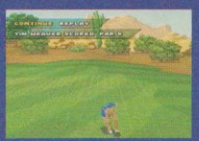
Keep going until you manage to blast a big one onto the green.



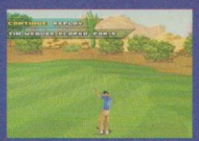
A gentle little putt and you'll be down the hole in no time.



Blast, missed it. Maybe a slightly gentler touch this time.



Pick your ball out of the hole and hope it isn't full of water.



Allis has something to say about it. Ignore the old codger.

ACTUA GOLF 2	
VERSION REVIEWED	PlayStation
NO. OF PLAYERS	1 to 4
FROM	Gremlin
PRICE	£45
AVAILABLE	Out Now

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
Mmm. Luscious courses, gloriously motion-captured golfers and patterned trousers. 91	The balls thwack, the hedges rustle, Allis tells you off and the birds tweet happily. Superb. 85	Slightly dodgy shot-playing but this captures golf from the clubhouse to the greens. 88	The courses are so demanding they'll take ages to master. But even so, you'll be back. 91	89

JUDGEMENT *A wondrous entry into the Actua series. A must for anyone seeking to put right the woes of their real-life golf.*

It's an evil world





Summer's here and you really should be spending a little less time glued in front of your screens and possibly a little more time out and about, enjoying the sun. With that in mind, we give you the option to listen to 20 of the best Saturn music tracks ever created on on CD, plus a packed book full of every Saturn cheat of any worth. Impressed? You will be after you find out what's inside the mag...

- The first information on the Saturn version of *Resident Evil* in our exclusive six-page feature.
- Features on the forthcoming *Actua Sports* range, *Wipeout 2097*, *Quake* and gaming music.
- Tips on *Fighters MegaMix*, *Shining the Holy Ark* and *Die Hard Arcade*.
- Reviews of *Jonah Lomu Rugby*, *Darklight Conflict*, *Dragon Force*, *Sky Target* and, confusingly enough, both *King of Fighters '95* **and** *'96*.

Perfect to read on the beach... don't you think?

On Sale Now!

The UK's most comprehensive listing of videogames is your guarantee of avoiding games that your mates would laugh at you for buying. Your guide to owning the ultimate games collection starts here...

NEW THE GUIDE

THE UK'S BIGGEST, BEST, MOST COMPREHENSIVE GAME DIRECTORY!







Watch out for the GM Recommends panels – these indicate the games we still haven't tired of, those which we say "Go buy NOW!" no matter where your game preferences lie. No collection's complete without them!

GET IN TOUCH

Whether you want to know cheats or just the latest release information, software companies are just waiting to hear from you so give them a call...

GAMESMASTER MAGAZINE
Future Publishing, 30 Monmouth Street, Bath BA1 2BW
(01225) 442244
mhawkins@futurenet.co.uk
http://www.futurenet.co.uk

Acclaim
Moreau House, 112-120 Brompton Road, Knightsbridge, London SW3 1JJ
(0171) 344 5000
Activision
Gemini House, 133 High Street, Yiewsley, West Drayton, Middlesex UB7 7QL
(01895) 456 700
Apple Computer UK
6 Roundwood Avenue, Stockley Park, Uxbridge, Middlesex UB11 1BB
(0181) 569 1199
Atari
Atari House, Railway Terrace, Slough SL2 5BZ
(01753) 533 344
Blue Byte Software
22 Billing Road, Northampton NN1 5AT
(01604) 232 200
BMG Interactive
Bedford House, 69-79 Fulham High Street, London SW6 3JW
((0171) 973 0011
Bullfrog
The Mana House, Unit 1A, Guildford Business Park, Guildford, Surrey GU2 5AG
(01483) 579 399
Codemasters
Lower Farm House, Stoneythorpe, Southam, Warks CV33 0DL
(01926) 814 132
Core Design
55 Ashbourne Road, Derby DE22 3FS
(01332) 297 797
Datel Electronics
Stafford Road, Stone, Staffs ST15 0DG
(01785) 810 838
Digital Integration
Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey GU15 3AJ
(01276) 684 959
Disney Interactive
Beaumont House, Kensington Village, Avonmore Road, London W14 8TS
(0181) 222 1000
Dolby Laboratories
Wooton Bassett, Wiltshire SN4 8QJ
(01793) 842 100
Eidos Interactive
Ferry House, 51-57 Lacy Road, London SW15 1PR
(0181) 780 2222
Electronic Arts
90 Heron Drive, Langley, Berks SL3 8XP
(01753) 549 442
Empire Interactive
The Spires, 677 High Road, North Finchley, London N12 0DA
(0181) 343 7337
Europress
Europa House, Aldington Park, Macclesfield SK10 4NP
(01625) 859 333
Gametek
Hogarth House, 29-31 Sheet Street, Windsor, Berks. SL4 1BY
(01753) 854 444
Goldstar UK
LG House, 264 Bath Road, Slough, Berks. SL1 4DT
(01753) 500 400
Gremlin Interactive
Carver House, 2-4 Carver Street, Sheffield S1 4FS
(0114) 275 3423
GT Interactive
The Old Grammar, 248 Marylebone Road, London NW1 6JT
(0171) 258 3791
Interplay
Harleyford Manor, Harleyford, Marlow, Bucks SL7 2DX
(01628) 423 666
JVC
4F, 17-18 Henrietta Street, Covent Garden, London WC2E 8QX
(0171) 240 3121
Konami
Konami House, 54a Cowley Mill Road, Uxbridge, Middlesex UB8 2QE
(01895) 853 0000
Manga Entertainment
40 St. Peter's Road, London N1 9NG
(0181) 748 9000
Maxis
Caledonia House, 223 Pentonville Road, London N1 9NG
(0171) 505 1500
MicroProse
The Ridge, Chipping Sodbury, Avon BS17 6AY
(01454) 893 893
Microsoft UK
Microsoft Plaza, Winnersh Triangle, Wokingham, Berks. RG11 5TT
(01734) 270 001
Mindscape
Priority House, Charles Avenue, Maltings Park, Burgess Hill, West Sussex RH15 9TQ
(01444) 246 333
Ocean
2 Castle Street, Castlefield, Manchester M3 4LZ
(0161) 832 6633
Nintendo Helpline
(01703) 652 222
Panasonic UK
Panasonic House, Willoughby Road, Bracknell, Berks. RG12 8FP
(01344) 853 550
Philips Media
188 Tottenham Court Road, London W1P 9LE
(0171) 911 3094
Psygnosis
Napier Court, Wavertree Technology Park, Liverpool L13 1EH
(0151) 282 3000
Sega Europe
266-270 Gunnersby Avenue, London W4 5QB
(0181) 995 3399
Sierra
2 Beacontree Plaza, Gilette Way, Reading RG2 0BS
(0118) 920 9100
Sony Computer Entertainment UK
6th Floor, 13 Great Malborough Street, London W1V 2LP
(0171) 287 7803
Studio 3DO
Richmond Bridge House, 419 Richmond Road, Twickenham TW1 2EX
(0181) 296 1949
Sun Soft
Moor House, 119 London Wall, London EC2Y 5HX
(0171) 374 2766
Team 17
Longlands House, Wakefield Road, Ossett, West Yorkshire WF5 9JS
(01924) 267 776
Telstar Electronic Studios
The Studio, 62-64 Bridge Street, Walton-on-Thames, Surrey KT12 1AP
(01932) 222 232
THQ International
4 The Parade, Epsom, Surrey KT18 5DH
(01372) 745 222
Titus
United House, North Road, London N7 9DP
(0171) 700 2119
Ubi Soft
Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX
(0181) 944 9000
Virgin Interactive Entertainment
2 Kensington Square, London W8 5RB
(0171) 368 2255
Virtuality
3 Oswin Road, Brailsford Industrial Park, Leicester LE3 1HR
(0116) 233 7000

UK PLAYSTATION GAME GUIDE

Take the worry out of buying a game by checking that tempting title on the shelves in our guide to what's hot and what's dross. Look out for our GM Recommends titles, these are absolute 'must haves' for any serious connoisseur of videogaming.

2 Extreme
Sony ● Extreme Sports

A few boring racing events don't make a good game when they're put on the same CD. poor graphics and oh-so-slow gameplay make this a non-starter.

Presentation ★★★★☆☆☆☆☆☆
Playability ★★★★☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

3D Lemmings
Sony ● Puzzler

The small green boys' outing in the third dimension is made far too difficult with a control system from the bowels of hell. Making Lemmings 3D has added confusion and watered down the original's frantic playability. Too frustrating to be fun.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Actua Golf
Gremlin ● Golf

Lovely views and honey-voiced commentary from Golf governor Peter Aliss make this something special for golf fans. Good variety of playing modes add long-term value and some real challenge. The finest golf based experience you can have.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Actua Soccer
Gremlin ● Football

Knocking on a bit but still the best around, like Cantona. This is the fans choice of footy game. Scarf-waving graphics and gameplay that goes for realism rather than flashiness. A superb football sim.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Actua Soccer CE
Gremlin ● Football

The same game with league teams and a few tweaks. Made to look a bit silly by the all-conquering *ISS Pro* though.

Presentation ★★★★★★☆☆☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

adidas Power Soccer
Psygnosis ● Football

Goes for crowd-pleasing special moves that are fun for a while but overall this lacks *Actua's* depth. Works well as an arcade game but ultimately it's First, rather than Premier division stuff.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

adidas Power Soccer '97
Psygnosis ● Football

Now it has league teams from all over Europe as well as internationals. The gameplay is still slightly disappointing though with few enhancements.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Agile Warrior
Virgin ● Flight Sim

Tries to taxi down the line between shooting and simulation but comes a cropper with clunky graphics and poorly thought out objectives. Not great.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Air Combat
Namco ● Flight Sim

Looking prone to disaster at 20,000ft these days. Poor graphics and dull, repetitive dog-fights mean even as one of the new Sony cheapie titles it's best given a wide berth. A poor effort.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

AIV: Evolution Global
Sony ● Strategy/Sim

More menus than you know what to do with make this confusing for everyone but the biggest-brained strategy freaks. Build up your city, plan rail networks, make everyone happy. Or, alternatively, don't bother. Play *Exhumed* instead.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Alien Trilogy
Acclaim ● Doom-em-up

Leans heavily on its movie license to produce an at times tense and compelling *Doom* clone. You can't help thinking it could have been better and as it is this is still a long way from matching the original

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Allied General
Mindscape ● Wargame

Turn-based wargame that has some depth but is beaten into a bloody pulp by the likes of *Command & Conquer*.

Presentation ★★★★★★☆☆☆☆
Playability ★★★★★★☆☆☆☆
Rating ★★★★★★☆☆☆☆

Alone in the Dark
Infogrames ● Adventure

Looking a bit crusty is this ageing 3D adventure. Difficult camera angles and the scary brilliance of *Resident Evil* puts *Alone in the Dark* into permanent retirement.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Andretti Racing
EA ● Racing

A back-of-the-pack straggler compared to *F1*, with some badly clipping graphics and sluggish cars. The two-player split-screen option is its only redeeming feature. this one never really gets off the starting grid when compared to the opposition.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★★☆☆☆☆
Rating ★★★★★★☆☆☆☆

Assault Rigs
Sony ● Tanks

A rusty old tank game with troublesome controls. *Assault Rigs* tries to be a futuristic 3D combat game, but your tank is difficult to control and turns over on its back at the drop of hat. Far from exciting.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Aquanaut's Holiday
Sony ● Fish-em-up

Explore the ocean and build a coral reef. Not exactly action-packed but calmingly compulsive like staring at a real aquarium with really good fish.A bizarrely compulsive game to play.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Ayrton Senna Kart Duel
Domark ● Racing

A bad taste license that provides some playable race action. Because it's kart racing it whips along at a fair old speed and there's no messing around, just straightforward and round bends too fast driving.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Batman Forever Arcade
Acclaim ● Beat-em-up

Some flashy brash graphics fail to save the dynamic duo from a poorly done and confusing side scrolling scrapper. The genre's dated and no amount of graphical tarting-up is going to make this any good. Leave it on the shelves.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Battle Stations
EA ● Sink-em-up

A bizarre attempt at doing a naval shoot-em-up that just ends up with you circling an opponent trying to get a shot in before he gets you. Let's face it, this sucks.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Bedlam
GTI ● Strategy/Action

A confusing mess of poor controls, pitiful graphics and the worse explosions in any game. Probably meant to be like *Soviet Strike* crossed with *Syndicate*. Terrible.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Black Dawn
Virgin ● Flight Sim

Heavy weaponry, plenty of missions and your helicopter makes the proper thwapping rotor noises. The sequel to *Agile Warrior* is loads better but still not as good as our favourite, *Thunderhawk 2*.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

BLAM! Machinehead
Core ● 3D Shooter

3D shooter that's fast and addictive. Not the deepest of challenges but blasting good fun while it lasts, which won't be for too long. Go for *Exhumed* instead.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Blast Chamber
Activison ● Puzzle/Strategy

Run through 3D arenas with a bomb. Sounds good but the reality is a strange puzzle-action hybrid that's too poorly designed to be much good.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Blazing Dragons
BMG ● Adventure

Allegedly humourous fantasy for this point-and-click adventure. Puzzle-wise it's fairly straightforward but the digitised voice that tells the in game 'jokes' is irritating.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Blood Omen: Legacy of Kain
BMG ● RPG/Action

A vampire-based RPG. Pity about the loading delays though although it doesn't detract much from the spot-on RPG flavour.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Break Point Tennis
Ocean ● Tennis

The 3D graphics look nice but this is only worth buying if you're after a sim accurate down to the last sweatband.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Broken Sword
Sony ● Adventure

An adventure game that looks like a cartoon. Get tangled up with the duller aspects. You might wonder what all the fuss was about.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Burning Road
Eidos ● Racing

Dodgy with poor graphics. One of the PlayStation's weaker drives. With *Ridge Racer* now available for £20, you'd be mad to get this instead.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Bust-A-Move 2
Acclaim ● Action/Puzzler

Beneath this cute and simple looking *Tetris*-style puzzler lies a game of almost evil addictiveness. The two-player mode is frantically competitive.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Casper
Interplay ● Arcade adventure

This dull collect-em-up is only ever going to appeal to Casper-crazed young 'uns. It looks pretty but as for action, there's none to be found here.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Cheesy
Ocean ● Platformer

Cheesy by name, cheesy by nature. Naff pseudo 3D affair.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

City of the Lost Children
Psygnosis ● Adventure

Ambitious attempt to turn a bizarre French film into an adventure. Fails because of daft controls, daft puzzles and design.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Command & Conquer
Virgin ● Strategy

Action-packed and reassuringly violent. Control takes a bit of getting used to but this is still a totally involving wargame.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Contra
Konami ● Shooter

Disappointing update of a classic SNES shoot-em-up. *Contra*'s learning curve is frustratingly steep and the graphics don't look particularly 32-Bit.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Cool Boarders
Sony ● Racing

Only three tracks and dodgy collision detection. Different but not great.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Crash Bandicoot
Sony ● 3D Platformer

Okay so it's not proper 3D and it's usually a straight-run from beginning to end but *Crash* is a playable slice of platform pie.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Criticom
Virgin ● Beat-em-up

3D fighter that looks good but has gameplay that takes a beating from *Tekken*.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Crypt Killer
Konami ● Shoot-em-up

Rather lacking gun game from Konami. Completely fails to impress despite its coin-op roots. Naff graphics.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Cyber Sled
Sony ● Arcade Shooter

A Namco arcade game that lived on its two-player link-up, dies in a boring and glitchy PlayStation game.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Cyberspeed
Mindscape ● Racing

Future racer that's left like a stalled Fiesta in the wake of *Wipeout*'s space-age super-cool image.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

D
Acclaim ● Adventure

D is a bit of looker with rendered graphics and creepy atmosphere. It doesn't play that well.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Darklight Conflict
EA ● Space Shooter

Glossy space fighting with lavish graphics and solid gameplay.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Dark Forces
Virgin ● Doom Clone

Star Wars and *Doom*. The graphics often look like My First *Doom*, there are not enough baddies, the controls aren't great.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Best pack-in deals

Once again, here are some leg and money saving deals found on the high street this month. The three main consoles might now be at their lowest ever price, but that's certainly no excuse not to save more cash with some console and game packages…

Saturn

You can get the console for £99, that much you know. But a console without games is like a Breville Sandwich Maker without bread – useless. So how about this deal from Dixons: for £199.99 you can get a Saturn with seven games! The titles on offer are the brilliant Sega Rally, Virtua Fighter 2 *and* Manx TT *and the not-quite-as-hot* Alien Trilogy, *plus oldies* Space Harrier, Out Run *and* Afterburner. *With* Rally, VF *and* Manx TT *all being essential gameplaying material, this gets the GM seal of approval.*

PlayStation

Our Price are doing a not half-bad deal on PlayStations. You get the console plus an extra official pad and official memory card, both of which are pretty much essential with Sony's machine, plus a game for £179.99. Unfortunately the choice of games on offer is not quite as good as with the Saturn. You get to choose any one of Jumping Flash 2, Raging Skies, Motor Toon 2, Tobal No. 1 *and* Toshinden 2. *Go for* Jumping Flash 2 *or* Tobal No. 1 *and although you won't exactly have netted a blockbuster title, you will get some decent play out of it before you head off down to Dixons for that elusive copy of* Tomb Raider.

N64

There's still little evidence of any high street bundles for the N64. The best you can hope for is a £5 saving on the console from shops including Electronics Boutique and the Music & Video Centre. Bah!

DarkStalkers
Virgin ● Beat-em-up

Not on the same level as *SF2*. Classy Capcom fighter with novel characters.

Presentation ★★★★★★½★★★
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Defcon 5
Sony ● Adventure

Defcon 5 goes for a rubbish adventure approach and has some original touches.

Presentation ★★★★☆☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Destruction Derby
Sony ● Racer

Should have been car-crashing fun but rubbish tracks and flawed design mean its not fun for long. Denting cars gets boring.

Presentation ★★★★★★★★★☆
Playability ★★★★★★☆☆☆☆
Rating ★★★★★★☆☆☆☆

Destruction Derby 2
Sony ● Racer

Does what a sequel should. Improves on the flawed car-crushing of the original.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Descent
Interplay ● 3D Shooter

Doom in spaceships. Difficult to get into thanks to the overly complex controls, Good in the long-term and is the most complex first-person shooter around.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

GM RECOMMENDS

Die Hard Trilogy
EA ● Shooting/Driving

The best game of a film yet. The three stages on offer (over the shoulder shooter, *Virtua Cop* clone and driving game) manage to combine top graphics and a high level of playability.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Discworld
Psygnosis ● Adventure

Annoying adventure that'll appeal to people who think the books are funny.

Presentation ★★★★★☆☆☆☆☆
Playability ★★☆☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Disruptor
Interplay ● Doom Clone

Throws *Doom*'s guns away and replaces them with a range of mind weapons. The graphics make *Doom* look primitive.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

GM RECOMMENDS

Doom
GTI ● Doom

As near as damnit, the best version of one of the greatest games ever. Now looking a bit old but you get everything PC bods got and superior joypad control. Gory, exciting but often strategic, *Doom* is the governor, guru, lord and high master.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Earthworm Jim 2
Virgin ● Platformer

Irritating worm character in 16-Bit port-over shocker. This has come straight from the Mega Drive without so much as a tiny prod on the way over. A shameless cash-in on *Earthworm Jim*'s good reputation.

Presentation ★★★☆☆☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★☆☆☆☆☆☆☆

ESPN Extreme Games
Sony ● Racer

Fun for, oh, minutes at least. It looks like a slower version of old classic *Road Rash*, with the graphics made a lot worse for good measure.

Presentation ★★★★★★★★☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★★★★☆☆

Excalibur 2055AD
Telstar ● Adventure

A thought-provoking action adventure that while not exactly mind-blowing provides a lot of tense situations. Top fun to play and you can get a free demo disc by writing to Telstar (the address is on the first page of this guide). Can't be bad.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

GM RECOMMENDS

Exhumed
BMG ● *Doom* clone

The best 3D shooter for the PlayStation. Out-*Dooms Doom* in every way. Superb graphics, stupidly fast engine and frantic action make this king of the ring.One of the best games yet.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Extreme Pinball
EA ● Pinball

Pinball on a PlayStation – bad idea.

Presentation ★★★☆☆☆☆☆☆☆
Playability ★★☆☆☆☆☆☆☆☆
Rating ★★☆☆☆☆☆☆☆☆

Fade To Black
EA ● 3D Adventure

Great mix of puzzles and shooting on offer here. Tough 3D adventure which needs time spent on it.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★★★★☆

FIFA '96
EA ● Football

Sold by the lorry load but never deserved to. Looks pretty naff. Do your wallet a favour and get *ISSD* or *Actua* instead.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★★☆

FIFA '97
EA ● Football

An improvement on the last one, *FIFA '97* still has a long way to go to match the likes of *Actua* and the *ISS games*.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Firestorm: Thunderhawk 2
Core ● Flight Sim/Arcade

It's mission-heavy, your helicopter is easy to fly and there's a variety of weaponry to keep everyone happy.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★★☆

Firo and Klawd
BMG ● Adventure/Shooter

Not worth it despite neat graphics.

Presentation ★★★★★★★★☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★★★★☆☆

Floating Runner
T HQ ● 3D platformer

Camera perspective causes no end of mishaps, even with basic platform to platform leaping. Try *Jumping Flash 2* instead.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Formula One
Sony ● Racer

All the tracks, drivers, cars and teams on a small silver disk. Oh and Murray Walker commentating too. Frighteningly realistic.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Gex
BMG ● Platformer

Featuring a wisecracking Gecko this 2D scrolling platformer is nothing special.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Goal Storm
Konami ● Football

Tall, nasty-looking players and an arcade slant on soccer from this Japanese game. Worth a look for die-hard footy fans but don't go expecting anything dead realistic.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★☆☆☆☆
Rating ★★★★★★★☆☆☆

Gunship 2000
MicroProse ● Flight Sim

Looks awful. Commits the crime of making flying a heavily-armed chopper boring.

Presentation ★★★★☆☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

HardCore 4X4
Gremlin ● Racer

Tracks are varied but you bounce around like a small child on an inflatable castle.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★★★★☆

Hexen
GTI ● Shoot-em-up

After *Doom* and *Exhumed*, this rates as a real disappointment. Good gameplay but some naff graphics. Go for the other two.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★★☆

Hi-Octane
Bullfrog ● Racer

Depressingly average with some novelty features that fail to improve the game.

Presentation ★★★★★★★★★☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★★☆☆☆☆

Impact Racing
JVC ● Racer

Doesn't get within smelling distance of tyre-smoking excitement. Fast but boring. *Ridge Racer* is better and cheaper.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Independence Day
EA ● Afterburner Clone

Appalling tripe. The worst film license ever. This is just plain awful with no redeeming features whatsoever. DO NOT BUY IT!

Presentation ★☆☆☆☆☆☆☆☆☆
Playability ★☆☆☆☆☆☆☆☆☆
Rating ★☆☆☆☆☆☆☆☆☆

Iron and Blood
Acclaim ● Beat-em-up

Smoothly animated but it's far from being an AD&D version of *Tekken*.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

ISS Deluxe
Konami ● Football

One of the best footy games for the PlayStation. Fantastically playable.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

ISS Pro
Konami ● Football

This updated version of *ISS* rules supreme on the PlayStation. THE footy game to get. Buries *FIFA* once and for all. Next month this gets the coveted GM Recommends award. That's how good it is.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Jet Rider
Sony ● Racer

The only thing the PlayStation is likely to get that comes close to *Wave Race 64*.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Jonah Lomu
Codemasters ● Rugger-em-up

A seemingly impossible task, but Codemasters have managed to bring out a very playable and enjoyable rugby sim.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Jumping Flash 2
Sony ● 3D Platform

Not much of a leap past the first one but the scenery looks better and the gameplay is more refined.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

K1 Arena Fighters
THQ ● beat-em-up

Only a few characters and even fewer moves for each. Tedious fighting action. tries to be realistic but ends up being extremely dull.

Presentation ★★★☆☆☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★☆☆☆☆☆☆☆

Kileak the Blood
Sony ● Doom-clone

You'd have to be mad to choose this poor man's *Doom* clone over the likes of *Doom* and *Exhumed*.

Presentation ★★★☆☆☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★☆☆☆☆☆☆☆

Kings Field
Sony ● Adventure

A straightforward adventure game that lacks depth. A big game that will keep you playing for weeks, but not the best.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Krazy Ivan
Sony ● 3D shooter

With it's huge robots and blasting *KI* should be great. There's a lack of variety in the levels and the controls are a 'mare.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Little Big Adventure
EA ● Adventure

Good depth but a bit confusing control-wise. Overall though, a good game.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Loaded
Gremlin ● Shooter

A *Gauntlet*-style top-down view frames some over-the-top, blood-splattering blasting. Play for a while and you'll realise there's not much of a game here. The sequel is better, but not much.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★★★★★☆
Rating ★★★★★☆☆☆☆☆

Lomax
Psygnosis ● Platform

A substandard platform game featuring Lemmings. This is run of the mill stuff with some unimaginative and confusing platform action that's been done much bigger and a hell of a lot better before. A pretty desperate attempt to cash-in on *Lemmings*.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Lost Vikings 2
Interplay ● Platform Puzzler

The gameplay is a bit rusty and hasn't changed much since the 16-Bit days. Once you've done it though there is practically no replay value. Fun for a few goes but not really worth it.

Presentation ★★★★☆☆☆☆☆☆
Playability ★★★★☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Madden '97
EA ● American Football

Has plenty to recommend it. The player AI is excellent, animation silky smooth and the whole thing is surprisingly easy to play.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Magic Carpet
EA ● 3D Shooter

Magic carpet-flying action with a firm strategic grounding. The controls take a bit of getting used and the graphics aren't great but it's still fairly diverting.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★★☆☆☆

Mech Warrior 2
Activision ● 3D Shooter

Drive big robots and blow the hell out of other robots in 3D landscapes. Top conversion of classic PC shooter.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Mickey's Wild Adventure
Sony ● Platformer

Another 16-Bit port with only a slight graphical tarting-up. Provides typical platform action with some so-so 3D bits.

Presentation ★★★★★★★☆☆☆
Playability ★★★★☆☆☆☆☆☆
Rating ★★★★★★☆☆☆☆

Micro Machines v3
Codemasters ● Mini racers

That same classic gameplay now on the PlayStation, with eight players as well.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Mortal Kombat 3
GTI ● Beat-em-up

An arcade perfect conversion. *MK3* feels a bit dated in these days of the 3D beat-em-up. Course, if you love *MK* it's worth a look. Doesn't offer the value of *MK Trilogy*.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Mortal Kombat Trilogy
GTI ● Beat-em-up

Everything remotely *MK* related crammed into one package. All the characters and moves are there, providing a bargaintastic, value-added combo for *MK* lovers.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Monster Trucks
Psygnosis ● Racer

A grade A disappointment, crushing any sense of solid action beneath the fat tyres of poor collision detection and clunking update. Had potential but blows it.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★★☆☆☆

CHARTS

PC TOP 5

Good to see the splendid *XWVTF* rocket to the top where it belongs, and *Premier Manager '97* getting its well deserved number three slot – it's so realistic you'll want to wear a large anorak to play it.

1 X-Wing Vs TIE Fighter
2 Theme Hospital
3 Premier Manager '97
4 Comanche 3.0
5 Championship Manager 2



UK CONSOLE TOP 10

Namco's beat-em-up goes straight to the top, waving its weapons in a dangerous fashion. Apart from that, and the finally released *Dark Forces*, it's business as usual with classic N64 and PlayStation titles digging in for the summer. Watch out for *Mario Kart 64* which is bound to smash its into the charts next issue.

1 Soul Blade – PSX
2 Dark Forces – PSX
3 Super Mario 64 – N64
4 Wave Race 64 – N64
5 Tomb Raider – PSX, SS
6 Formula 1 – PSX
7 Rebel Assault 2 – PSX
8 Destruction Derby – PSX, SS
9 Need For Speed 2 – PSX
10 Porsche Challenge – PSX





US CONSOLE TOP 10

A real mix of good and bad in the US at the moment and we don't need to tell you which is which. Oh, and in case you're wondering, *Rush Hour* at number eight is the American title for *Speedster*. See what we mean?

1 Need For Speed 2 – PSX
2 Mario Kart 64 – N64
3 Turok – N64
4 WCW Vs The World – PSX
5 Wave Race 64 – N64
6 NBA Shoot Out '97 – PSX
7 Soul Blade – PSX
8 Rush Hour – PSX
9 Shadows Of The Empire – N64
10 Cruis'n USA – N64



JAPANESE TOP 10

As per usual, the Japanese chart is full of the unfathomable (what is *Parlor! Pro*?) and stuff we can't wait to see over here. We're particularly looking forward to *IQ*, *Tobal 2* and, of course, the stunning-looking *Final Fantasy 7*. The two *Pocket Monster* titles on Game Boy would be nice too.

1 Koushien 5 – PSX
2 Pocket Monster Green – GB
3 Pocket Monster Red – GB
4 Star Fox 64 – N64
5 IQ Intelligent Cube – PSX
6 Tobal 2 – PSX
7 The Conbini – PSX
8 Parlor! Pro – PSX
9 Final Fantasy 7 – PSX
10 Katyuusei – SS





GAMESMASTER OFFICE TOP 10

It's been a bit of a month for racers, with the UK release of *Mario Kart 64* giving us just the excuse we need to shave seconds off our old lap times. Only the silky skills of *ISS 64* can compete with a brace of quality PlayStation racers, although *Saturn Bomberman* is proving a mightily durable four-player game, week after week, after week.

1 Mario Kart 64 – N64
2 V Rally – PSX
3 Rage Racer – PSX
4 Rally Cross – PSX
5 ISS 64 – N64
6 Saturn Bomberman – SS
7 Dungeon Keeper – PC
8 Soul Blade – PSX
9 Fighters MEGAMiX – SS
10 Parappa the Rappa – PSX

Myst
Sony ● Adventure

Famous graphic adventure that computer spods bought in their millions (God knows why). But as any real gamer will tell you, it's cack – painfully slow with some illogical puzzles.

Presentation ★★★★★★★★★☆
Playability ★★☆☆☆☆☆☆☆☆
Rating ★★★☆☆☆☆☆☆☆

Namco Museum Vol 1
Namco/Sony ● Retro

Perfect versions of some ancient Namco arcade history. The real classics – *Galaga, Pacman, Rally X* and *Pole Position* are still good, but there's a few stragglers that would have been better left undisturbed.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Namco Museum Vol 2
Namco/Sony ● Retro

Having chucked the good stuff on the first volume, this second collection will leave you cold. There's no nostalgic tears to be shed over the likes of *Mappy, Dragon Buster, Super Pac Man* and *Grobda. Xevious* and *Galpus* are great, though.

Presentation ★★★★★★★★★☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

NBA In the Zone
Konami ● Basketball

A basketball game that's better to watch than play. The controls are unresponsive and defensively it's a nightmare. You can do some spectacular dunks but there are better basketball games around.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★☆☆☆☆

NBA Jam Extreme
Acclaim ● Basketball

Forget any thoughts of a realistic tall-people game. *Jam Extreme* is as a mad as a lorry with wacky moves and crazy characters providing the gameplay kicks. If you're not worried about authenticity it's a real blast.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

NBA JAM TE
Acclaim ● Basketball

Two-on-two basketball game that's completely over- the-top in a thoroughly American way. Graphically it's not up to much but for a fast arcadey game still worth a look.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

NBA Live '97
EA ● Basketball

Improves over the previous lacklustre effort but doesn't out-dunk last year's *Total NBA*. Unless you're a real fan of the sport this is hard to recommend Over Sony's year-old effort. Avoid.

Presentation ★★★★★★★★★☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Need For Speed
EA ● Racer

Fast and responsive but too jerky-looking and insubstantial when compared to Namco's *Ridge Racer*. It's a lot better than its sequel mind (which isn't too hard).

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Need For Speed 2
EA ● Racer

Shocking sequel that offers more cars and circuits but goes and ruins it by screwing up the gameplay completely. All the good bits of the first game are missing, and are replaced by some very dodgy racing action. Never manages to rise above disappointing when you play it.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★☆☆☆☆☆☆☆

NHL '97
EA ● Ice Hockey

Top polygonal players and fast, responsive puck slamming play. Not as good as Virgin's *Powerplay Hockey*.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

NHL Face Off '97
Sony ● Hockey

Lacklustre 2D affair that doesn't have the speed or fun of EA's mighty *NHL* effort. Flawed gameplay.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Off World Interceptor Extreme
BMG ● Racer/Shooter

Bloody awful future-racer. Buy this and you've been sold a real dog.

Presentation ★★☆☆☆☆☆☆☆☆
Playability ★★☆☆☆☆☆☆☆☆
Rating ★★☆☆☆☆☆☆☆☆

Olympic Soccer
US Gold ● Football

This isn't worth looking at. Easy to get into but check out *ISS Pro* for real playability

Presentation ★★★★★★★★★☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★☆☆☆☆

THE IMPORT SCENE

If you're one of those people who insists on getting all your games before they're officially released in the UK then you're going to have to check out The Import Scene every month for the latest news of what's hot...

1. Who are you?
We are Oakland Consoles. In one form or another we have been operating in the retail side of import games and consoles since 1986, when we started with the old Atari 2600 and 7800, Coleco Vision and Intellvision.

2. What do you specialise in (not just games)?
We pride ourselves on getting Japanese games into our shop within 48 hours of them hitting the streets in Japan. We are also a great choice for those seeking the rarer or little-reviewed import games.

3. How long have you been into games then?
We started in strategy RPGs and boardgames, mostly from the USA, like Dungeons And Dragons, way back in 1981.

4. Why should readers come to you for their games and not just wander off down to Dixons where they can buy a decent game there and then?
For a better choice of state-of-the-art games, rather than the USA flavour of the month six months ago, which is principally what Dixons offer. Also we know games inside out, unlike Dixons.

5. Aside from carts and CDs, what other sort of game-related gear do you sell?
From July, we will be providing T-Shirts, baseball caps and game- related music CDs. Later in the year we hope to be retailing Manga movies and posters.

6. So what game can't you get enough of at the moment (playing wise, that is). Why? Got any tips for it?
Wild Arms and *Ace Combat 2* on the PlayStation. *Sakura Wars* and *Metal Slug* on the Saturn. *Star Fox 64* and *Doom* on the N64.

7. Which games (on any system) are everyone going mad for at the moment?
Ace Combat 2, Tobal 2, Star Fox 64 and the Sony Dual Analog Pad.

8. What's the strangest game request you've had so far (a pre-order of something like *Tekken 3* on the PlayStation for example?).
A few!
1). "Can you play Copacabana by Barry Manilow for me and my wife?"
2). "I'm interested in purchasing 20 10ft by 9ft pine wood panels."
3) "Is the Doctor in?"

9. Is 16-Bit software still ticking over? What titles are people still interested in?
Front Mission, Secret Of Mana 2, Goeman 5, Chrono Trigger, Final Fantasy 3, Super Mario RPG.

10. With the PlayStation, Saturn and N64 now at their lowest price in the shops, why should people go for an imported machine?
Because they're full speed and have a better choice of games and we provide a professional, knowledgeable back-up service for the purchaser.

11. Have you had a go on the Sony Dual Analog Pad yet? What do you think of it? Better or worse than the N64 controller?
The Dual Analog Pad is not quite as good as Nintendo's in our opinion but it is still a marked improvement over Sony's original.

12. What's the best deal for gamers you're offering at the moment?
Spider, Need For Speed 2 and *Powerslave* US PSX bundle pack.

13. What games are you most looking forward to getting your hands on then?
Zelda 64, Mission Impossible, Final Fantasy 7 (US version) and *Time Crisis.*

14. What's the favourite game at Oakland at the moment with you and your staff? Why?
Wild Arms. It's complex, involving, has a great story and loads of gameplay.

15. So if all your games were destroyed in a freak accident what's the first title you'd go out and actually buy?
Wave Race 64 on US or Hong Kong import.

Contact Oakland Consoles on 01782 202600 or write to 58-60 Piccadilly, Hanley, Stoke-on-Trent, ST1 1EG.



Overblood
EA ● Puzzle Shooter
Fair attempt at a *Resident Evil* clone that falls a bit short of being great. Still an entertaining romp through puzzles and alien blasting.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Pandemonium
BMG ● Platformer
A side-viewed platformer that comes on all 3D with lovely graphics and a roving camera. Has playability by the skip-load and isn't as linear as *Crash*.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Panzer General
Mindscape ● Wargame
An ancient-looking, turn-based wargame that seems completely out of place on Sony's gamebox. But fans of proper hexagonal-based war games will love it's steely strategy and a history teacher impressing attention to detail.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Penny Racers
Sony ● Racer
If you remember one thing, make sure it's not to buy this game. A bigger bunch of racing arse you wont find anywhere. It's slow, appaling looking and unplayable.
Presentation★★☆☆☆☆☆☆☆☆
Playability ★☆☆☆☆☆☆☆☆☆
Rating ★☆☆☆☆☆☆☆☆☆

PGA Tour '96
EA ● Golf
This is another EA game that might have wowed us in the 16-Bit days but isn't anything other than a competent and dull golf game on the PSX. Digitised real-life golfers are an unwelcome feature we reckon.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

PGA Tour '97
EA ● Golf
This offers the same tartan-trousered 'action' as last year's effort with little improvement in any department. You don't expect golf to be exciting exactly but as *Actua Golf* proves, it can be entertaining and playable. Get that instead.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Philosoma
Sony ● Shoot-em-up
An old-style shooter which has had a 3D makeover, *Philosoma* is fun for a bit. Not worth bothering with at all, basically.
Presentation★★★★☆☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★☆☆☆☆☆☆☆

Pitball
Warner ● Future Sports
Attempt at doing a Rollerball-style, scrapping future-sport. As usual with this sort of the thing the game isn't very well designed and you're left floundering with some confusing gameplay rules and difficult camera angles.
Presentation★★★★★★★★★☆
Playability ★★★★☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Player Manager
Warner ● Footy Management
If you love the whole sheepskin coat-wearing idea this will be more than welcome. Hate these games though and the weedy graphics and poor presentation of this one won't change your mind.
Presentation★★★★☆☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Porsche Challenge
Sony ● Racer
An official Porsche game. Top all-round racing that lacks the thrills of *Ridge Racer* but still holds a lot. We love it loads.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Power Move Pro Wrestling
Activison ● Wrestling
The game suffers because it's not as glitzy, tacky or crazy as some of the WWF titles. However there are loads of moves to master and it's certainly a real challenge.
Presentation★★★★★★★★☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★★★★☆☆

Powerplay Hockey
Virgin ● Sports sim
Rock solid 3D hockey game that easily surpasses everything else out there. Brilliant and fast action with perfect camera angles make this THE hockey game to own.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Primal Rage
Warner ● Beat-em-up
Scrapping dinosaurs, made from Plasticine and stop-motion animated. They jerk about the place and the play-mechanics feel like they were scrawled out on the back of a beermat.
Presentation★★★☆☆☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★☆☆☆☆☆☆☆

Pro Pinball: The Web
Empire ● Pinball
One table, however nicely designed, means this gets boring. It's button-slapping fun for a while.
Presentation★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Project Overkill
Konami ● Shooter
Isometric view makes this one naff. Hard to shoot with any accuracy. Gets boring.
Presentation ★★★★☆☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Project X2
Ocean ● Blaster
Old-style arcade shooter with colourful graphics. It can get tough. Best 2D shooter on the PSX.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Psychic Detective
EA ● Adventure
Five hours of FMV make up this interactive movie, but there's no interaction or game to speak of beyond getting frustrated.
Presentation★★★★★☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★☆☆☆☆☆☆☆

Psychic Force
Acclaim ● Beat-em-up
A flying 3D beat-em-up that's solid and quirky. Not as good as *Tekken 2* but if you want something different then give look this one up in the shops.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Raging Skies
Warner ● Arcade Flight Sim
Jet-powered action that's fast enough to make you sway in your chair. Not enough variety to make it a long term prospect.
Presentation★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Raiden
Ocean ● Shoot-em-up
You'd need a love for old arcade games for this to raise your pulse past deep sleep.
Presentation★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Rayman
UbiSoft ● Platformer
If the cute graphics don't leave a sickly sweet taste in your mouth this is a challenging 2D platformer.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Rebel Assault 2
Virgin ● Star Wars-em-up
Brilliant video but it's an FMV game so expect to finish it first go. Entertaining at first but ultimately short-lived.
Presentation★★★★★★★★★☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Reloaded
Gremlin ● Blaster
Same manic action as the original with puzzles thrown in. Not satisfying enough.
Presentation★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Ridge Racer
Namco ● Racer
Revolution and *Rage* beat this but more than worth its 20 quid budget price.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Ridge Racer Revolution
Namco ● Racer
With faster cars, two-player link-up, a better track and improved playability this is a good tune-up.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Riot
Psygnosis ● Future Sport
Riot isn't well enough designed to make it as playable a good sports sim.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Robotron X
GTI ● 3D Shooter
Confusing update to the brilliant classic arcade game. Stupidly quick.
Presentation★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Road Rash
EA ● Racer
Too clunkingly ugly and unplayable to offer up any entertainment.
Presentation★★☆☆☆☆☆☆☆☆
Playability ★★☆☆☆☆☆☆☆☆
Rating ★★☆☆☆☆☆☆☆☆

Robopit
THQ ● Beat-em-up
Build your own robot and fight your fellow metal-arsed mates. Nice idea but the poorly executed gameplay lets it down.
Presentation★★★☆☆☆☆☆☆☆
Playability ★★☆☆☆☆☆☆☆☆
Rating ★★☆☆☆☆☆☆☆☆

Sampras Extreme Tennis
Codemasters ● Tennis
Good range of courts and plenty of options make this THE one for tennis types. Top sporting gameplay.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Sentient
Psygnosis ● Adventure
Bizarre adventure game that is so weird and challenging I doubt anyone will ever finish it. Not worth persevering with.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Shellshock
Core ● 3D shooter
Thunderhawk 2 in a tank. Let down by some poor terrain and trundling speed. Fun if you fancy a bit of a blast though.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Shock Wave Assault
EA ● 3D shooter
Carpet-biting frustration rules in this ridiculously alien-heavy blaster. Best left alone.
Presentation★★★★★★★★★☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★☆☆☆☆☆☆☆

SimCity 2000
Maxis ● Strategy/Sim
The town planning, people managing gameplay is as involving as ever.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Slam 'N' Jam
BMG ● Basketball
A half-hearted arcade approach to the great dunking game. Avoid.
Presentation★★☆☆☆☆☆☆☆☆
Playability ★★☆☆☆☆☆☆☆☆
Rating ★★☆☆☆☆☆☆☆☆

Slamscape
Virgin ● Shoot-em-up
The most God-awful 3D shoot-em-up we've come across. Forget it. a total waste of space.
Presentation★☆☆☆☆☆☆☆☆☆
Playability ☆☆☆☆☆☆☆☆☆☆
Rating ★☆☆☆☆☆☆☆☆☆

Smash Court Tennis
Namco ● Tennis
Smash Court is excellent, insane fun, particularly with four players. Not an accurate sim and more fun for it.
Presentation★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Speedster
Psygnosis ● Racer

Sub-standard racer that comes across as *Micro Machines*, but minus all the fun elements that made it great.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Spider
BMG ● Platformer

Bizarre but not as good as *Pandemonium*.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

GM RECOMMENDS

Soul Blade
Sony/Namco ● Fighter

Weapons-based beat-em-up with the most incredible intro you will see for a long time. A lot of depth to the scrapping and goi-geous graphics to go with it. Story mode adds some longevity to it.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Star Gladiator
Virgin ● Beat-em-up

Some good ideas but it really lacks the oomph of the 3D fighting heavyweights.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★★☆☆☆

GM RECOMMENDS

Street Fighter Alpha 2
Virgin ● Beat-em-up

The best 2D beat-em-up on the PlayStation, with only the extra dimension of *Tekken* standing between it and the overall number one slot. Capcom close to their fines in the home.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Street Fighter: The Movie
Acclaim ● Beat-em-up

Takes all the characters from the cack movie and digitises them into a cack game. Not worthy of the *SF* tag.

Presentation ★★☆☆☆☆☆☆☆☆
Playability ★★☆☆☆☆☆☆☆☆
Rating ★★☆☆☆☆☆☆☆☆

Super Puzzle Fighter 2 Turbo
Virgin ● Tetris clone

A weird combination. *Tetris* action with a few tweaks to add some extra fun.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Swagman
Eidos ● Action Adventure

It's hard to believe this below par *Zombies Ate My Neighbours* rip off comes from the same company that did *Tomb Raider*.

Presentation ★★★★☆☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Syndicate Wars
EA ● Strategy Shooter

Great blend of strategy and atmospheric blaster. Top gore-filled action.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Tekken
Namco ● Beat-em-up

Still a top fighter, especially now that it's out for just under £20.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

GM RECOMMENDS

Tekken 2
Namco ● Beat-em-up

The ultimate fighter on the PlayStation. Brilliant-looking polygon characters, and plenty of them, scrapping in a fast fluid game that's easy to play. Great in one-player, but comes into its own as a two-player assault on the senses.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Tenka
Psygnosis ● Shoot-em-up

Disappointing *Doom*-clone. Much-hyped but a bit weak.

Presentation ★★★★★★☆☆☆☆
Playability ★★★★★★☆☆☆☆
Rating ★★★★★★☆☆☆☆

Tobal No.1
Sony ● Beat-em-up

Doesn't feel as spectacular or intuitive to play as *Tekken*.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Tokyo Highway Battle
THQ ● Racer

Slow at first but once you start customising your car this turns into a fun little racer. More tracks would have made it much better though.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★★☆☆☆

GM RECOMMENDS

Tomb Raider
Core ● Action Adventure

Great in every department. Mixing Indiana Jones-action with intriguing exploration in some of the best looking 3D levels ever, this towers over nearly every other game going. A gleaming classic that fair takes your breath away.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Toshinden 2
Sony ● Beat-em-up

New characters but not much else to offer.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★☆☆☆☆

Total NBA '96
Sony ● Basketball

The best basketball game by far. Much, MUCH better than the sequel, which is just plain awful.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★★☆

Track & Field
Konami ● Athletics

On your own it's dull but with four players it's a right old laugh. Some top events to try your Daley Thompson-like powers out on. Bit of a joypad basher mind.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★★★☆☆

Tunnel B1
Ocean ● 3D Shooter

A festival of fast and lovely graphics. A bit lacking in gameplay.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★★☆☆☆

GM RECOMMENDS

Twisted Metal World Tour
Sony ● Drive-em-up

A truly stunning shoot-and-drive extravaganza. A brilliant two-player game just adds to the fun. Loads of vehicles, weapons and tracks to get to grips with. One of the most played games in the GM office this month and recommended..

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Vandal Hearts
Konami ● RPG

Arcadey RPG that'll keep you glued.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Victory Boxing
JVC ● Boxing

Plenty of strategy. Different and good.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Virtual Pool
Interplay ● Pool

Let down by jerky graphics and difficult cue action with the joypad.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

WCW Vs The World
THQ ● Beat-em-up

3D wrestling lacks speed and variety.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★☆☆☆

Williams Arcade Greatest Hits
Williams ● Retro

Defender and *Robotron* are still classics and always will be in our book.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Wing Commander 4
EA ● Adventure/Shooter

More of the same in this lame sequel.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★☆☆☆☆☆

Wipeout
Psygnosis ● Future Racer

Fantastic racer had us gasping when first released and still provides a vicious drive.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

GM RECOMMENDS

Wipeout 2097
Psygnosis ● Future Racer

The immediate difficulty of the first one has been toned down and there's a new host of track-troubling weapons. Collisions aren't punished as badly as before and new slower and faster classes make this a winner for newcomers and experts alike.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



X-COM: Enemy Unknown
MicroProse ● Strategy

If strategy's your thing this'll do nicely.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

UK SATURN GAME GUIDE

Now that the Saturn is the cheapest console on the shelves more and more people will be buying it in droves. All the more reason, then, to keep an eye on our saturn guide here to make sure you only get the very best games for your system. Any games not mentioned here are not worth looking at and the ones on the GM Recommends boxes are the cream of the crop.

3 Dirty Dwarves
Sega ● Beat-em-up

Some top graphics and a full-on cartoon intro promise much but the substandard *Streets Of Rage* action lets it down badly.

Presentation ★★★★★★★★★★
Playability ★☆☆☆☆☆☆☆☆☆
Rating ★★☆☆☆☆☆☆☆☆

3D Lemmings
Sega ● Puzzler

This 3D arcade puzzler had one of the most intimidating control systems EVER. 3D action gets confusing. Definitely one for die-hard puzzlers only. Cute but tiresome.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Actua Golf
Gremlin ● Green-sim

Two big courses in the best-looking golf games of the lot. Multiple camera angles and a whole host of options make this one of the most playable golf games as well.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Alien Trilogy
Acclaim ● Doom clone

Superior to *Doom*. One hell of an atmospheric shoot-em-up although some of the design tends to let it down. Great visuals and mental action make it top though.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

AITD: Jack's Back
Infogrames ● Adventure

The closest the Saturn has ever come to *Resident Evil*. Spoiled by awkward camera angles, this is a fine 3D arcade adventure. Solve puzzles, kill people and play at being a detective.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Andretti Racing
EA ● Racer

The graphics leave a lot to be desired, as does the gameplay.

Presentation ★★★★★★★★★☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Athlete Kings
Sega ● Sports sim

A near-perfect arcade conversion with stunning animation and plenty of gameplay, especially in multi-player mode. One of the best sports games.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Batman Forever
Acclaim ● Beat-em-up

Silly conversion of a well-silly arcade game. Tries to be *Streets of Rage* for the '90s, and – predictably – fails. Too easy and very unrewarding.Forget it.

Presentation ★★★★★★★★★☆
Playability ★★★★☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Battle Area Toshinden
Takara/Sega ● Beat-em-up

A weapons-based fighter that while being an above average conversion of the PlayStation game, ran a bit slow for our liking. Easily surpassed by the *Virtua Fighter* games with their eyes closed.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Bedlam
GTI ● Shoot-em-up

Confusing missions and dodgy controls make this corny little shoot-em-up one of the worst Saturn games yet. An appalling conversion of an appalling PC game.

Presentation ★★☆☆☆☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★☆☆☆☆☆☆☆☆

Blackfire
Virgin ● Shoot-em-up

A dull copy of the mighty *Thunderhawk*. Plenty of missions but the actual gameplay is a real let-down.

Presentation ★★★★☆☆☆☆☆☆
Playability ★★★★☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Black Dawn
Virgin ● Shoot-em-up

Frantic shoot-em-up that's instantly playable. Get deeper into it and you uncover some amazing levels. A challenging but rewarding shoot-em-up.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

BLAM! Machinehead
Core Design ● Shoot-em-up

A visually impressive 3D shooter, *BLAM!* just doesn't quite measure up when you actually play it for any length of time.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Blazing Dragons
BMG ● Adventure

An adventure game with a couple of sub-games in the style of Monty Python. It's flawed with highly illogical puzzles. Trial and error more than skill will see you complete it quickly.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Break Point
Ocean ● Tennis sim

Tons of options and tournaments make this one of the most playable sporting games around. Good multi-player mode.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Bubble Bobble
Acclaim ● Platformer

The gameplay is repetitive and gets tedious after a few hours. Just goes to show that retro games aren't always a good idea.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Bug!
Sega ● 3D Platformer

A challenging platformer with a lot of different stages. Not as fast as *Sonic 3D*. Oh, and Sonic makes a sneaky bonus appearance in it.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Bug! Too
Sega ● Platform

More of the same, but this time with more characters to choose from and a movie theme to all the levels. Still as tough as the original. Average at best.

Presentation ★★★★★★☆☆☆☆
Playability ★★★★★★☆☆☆☆
Rating ★★★★★★☆☆☆☆

GM RECOMMENDS
Bust-A-Move 2
Acclaim ● Arcade puzzler

One of the best arcade puzzle games ever. The most addictive game ever in two-player mode. Cute but devilishly fun to play. A simple concept that just hooks you completely. One of our all-time favourites.

Presentation ★★★★★★☆☆☆☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Casper
Interplay ● Puzzle

A limp affair that draws plenty of ideas from Spielberg's kiddie movie, except the good bits which the programmers managed to leave out. Younger players will love its ghoulishness though.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Chaos Control
Infogrames ● Shoot-em-up

A pre-rendered shooter that uses the Virtua Gun. Doesn't gain much from it. Plays like a game-on-rails, because it is.

Presentation ★★★★★★☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★☆☆☆☆☆☆☆

Clockwork Knight
Sega ● Platformer

An amusing platformer game with some pretty graphical touches. Unfortunately the graphics just tried to cover up some horribly linear gameplay and weak platform action. Been done before, and been done a lot better.

Presentation ★★★★★★★★★☆
Playability ★★★★☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Clockwork Knight 2
Sega ● Platformer

More of the same with some added sections to try and drag your attention away from the rather mind-numbing gameplay. Don't laugh, you'll be weak and tired like this yourself one day.

Presentation ★★★★★★★★★☆
Playability ★★★★☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

GM RECOMMENDS
Command & Conquer
● Virgin
● Strategy shoot-em-up

One of the superior Saturn games. A great conversion of a great PC game. This is actually better than the PlayStation version in a lot of ways. A bleedin' great strategy shoot-em-up. Get some of it in!

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Congo
Sega ● Adventure

Tries to be a *Doom*-style adventure game and fails miserably.

Presentation ★★★★☆☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Crime Wave
Eidos ● Racing shoot-em-up

Speedy racer but the graphics let it down. The gameplay is repetitive.

Presentation ★★★★☆☆☆☆☆☆
Playability ★★★★☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Crusader No Remorse
EA ● Shoot-em-up

Mentally violent gameplay but the controls leave a lot to be desired.

Presentation ★★★★★★☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Crypt Killer
Konami ● Gun-game

Lousy arcade conversion. Dodgy graphics and no variety in the levels. Repetitive gameplay soon makes you nod off.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Cyberia
Interplay ● Shoot-em-up

Very linear and you have little control over it all. A pointlessly frustrating game.

Presentation ★★★★★☆☆☆☆☆
Playability ★★☆☆☆☆☆☆☆☆
Rating ★★★☆☆☆☆☆☆☆

D
Acclaim ● Adventure
Looks gorgeous and, if you can get it cheap, it's worth having.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Dark Savior
Sega ● RPG
A pretty good RPG.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Darius 2
Sega ● Shoot-em-up
Even though Sega released it for £30 it's still horribly overpriced. Ancient gameplay.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Daytona USA CCE
Sega ● Racer
Extra options, tracks and cars make this an improvement. Eclipsed by *Rally* though.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Die Hard Arcade
Sega ● Beat-em-up
3D *Streets of Rage* with special moves and weapons. Great fun to play.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

GM RECOMMENDS
Die Hard Trilogy
EA ● Shooter/Driver
Three great games in one. A tough cookie to complete and well worth playing even when you have to try and beat your kill ratios. A great 3D shoot-em-up, a well-violent *Virtua Cop* clone and a top driving game all in one. Get it.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★



Digital Pinball
Sega ● Pinball sim
A whole table squeezed onto one screen. That was a major mistake. Four average tables and okay ball mechanics make this marginally playable but extremely limited.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

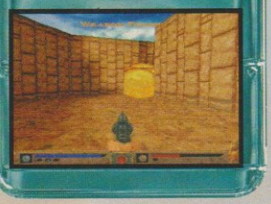
Discworld
Sega ● Adventure
Goes a long way to recreating the feel of the book. Humourous and playable although not exactly what you would call straightforward. You could be put off by the weirdness of the puzzles.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Doom
GTI ● 3D shooter
The SNES game was better. A botch-job released to cash-in on *Doom*'s good name. this is just awful. It's slow, jerky and almost unplayable. There's no atmosphere and everything is very pixelly, even from a distance. Thanks GTI.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Earthworm Jim 2
Virgin ● Platformer
AVOIDAVOIDAVOIDAVOID...Get the hint? This has been ported over from the Mega Drive with very little in the way of enhancements. Not exactly a shining example of what the Saturn is capable of. *Earthworm Jim 3* is on the way, let's hope that's better.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Euro '96
Sega ● Footy sim
Updated *Actua Soccer* with the teams and stats from Euro '96. The action is still great (that Actua engine still plays a mean game of football) though but not quite as good as *Worldwide Soccer*.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

GM RECOMMENDS
Exhumed
BMG ● Doom clone
Still hasn't been bettered on the Saturn. An amazing *Doom* clone that offers tense atmospheric environments and as much blasting as you can handle.
An absolute must-have.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★



FIFA '97
EA ● Footy
Oh dear. If we've said it once, we've said it a million times. *FIFA '97* is rubbish. Nowhere near as good as *Worldwide Soccer*. So be a good fella and go and buy that instead will you? It'll make all our lives easier if you do.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Fighting Vipers
Sega ● Beat-em-up
A bit like *Virtua Fighter 2*, but at a lower resolution. Soundly beaten by *MEGAMiX*. Impressive at the time but has been surpassed now. Still extremely playable though if you fancy something as little different.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

GM RECOMMENDS
Fighters MEGAMiX
Sega ● Beat-em-up
This mixes characters from *Fighting Vipers* and *Virtua Fighter 2*, with a few extra ones from Sega's illustrious back catalogue. A top fighting game with loads of special effects and little extra bits to keep you involved. Get it!
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★



Gex
BMG ● Platformer
Plays like a slower and less exciting version of *Sonic*. A bit linear and boring to play. Damn frustrating too. Some amusing touches and all the movie puns make it a bit playable. Ultimately, *Gex* will disappoint you.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Ghen War
Virgin ● Shoot-em-up
A decent enough 3D shoot-em-up that's mission-based and packed with all sorts of weird and wonderful enemies. Only one view though and with all this extra power they should have done better than that. Stick with *Thunderhawk 2* if you want a really classy 3D shooter.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Grid Runner
Virgin ● Chase-em-up
Videogame tag. An original concept that's carried off quite well here. Really comes into its own in the two-player mode, however, where your nasty streak can come into it. An innovative game but by no means a classic. Not the sort of thing you would still be playing a month after you bought it.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Golden Axe
Sega ● Hack-em-up
Not a huge improvement over the first *Golden Axe* on the MD. New moves but the action is sooo old-fashioned. Could have been so much better.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

GP Hang On '95
Sega ● Bike-em-up
Loads of tracks and options but why on earth you would go for something this dated when *Sega Rally* and *Manx TT* are out there is madness itself.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Guardian Heroes
Sega ● Fighting RPG
Character development like an RPG combined with a side-on scrolling beat-em-up. Strange combination that goes down rather well.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Gunbird
Atlus ● Shoot-em-up
Never going to cause much of a stir. Especially if you finish it in a day like we did the first time we played it.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Hardcore 4X4
Gremlin ● Racer
Fails to deliver the goods. Not fast or varied enough. Bit shabby around the edges and lacking in oomph.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Highway 2000
JVC ● Racer
Mad Jap racing game, which treats you to footage of your scantily-clad Oriental co-driver if you win. Avoid.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Hi-Octane
Bullfrog ● Racer
Slick combination of futuristic racing game and shoot-em-up with amazing vehicles.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Impact Racing
JVC ● Racer
Repetitive once you get into it and not much to offer the serious gamesplayer in the way of challenge.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

In The Hunt
THQ ● Shoot-em-up
Sub-standard underwater shoot-em-up. Commits the unforgivable crime of slowing down when there's a lot on screen. Queer graphics and gameplay.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Jewels Of The Oracle
Sunsoft ● Puzzler
Too clever for its own good. Original but just too bloomin' difficult. *Torico*, with its puzzles and sensible structure, is better by miles we reckon.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Johnny Bazookatone
Eidos ● Platformer
A perfect example of cool graphics let down badly by some atrocious gameplay. You've heard of warcrimes. This commits gameplay crimes of the worst kind. Rendered almost unplayable due to the many MANY flaws.
Presentation ★★★★★★★★★★
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★

Keio Flying Squadron 2
JVC ● Platformer

A bunny girl as a platform hero? An eventful 2D platform game that is quite entertaining while never being what you would call taxing. Fun for the weekend gamer... maybe.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

King Of Fighters '95
Sega ● Beat-em-up

This comes on a CD and a cart, but can't compare to the loveliness of the *VF* or *Street Fighter Alpha* games.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

King Of Spirits
Atlus ● Racer

Only one opponent and some of the worst handling you will ever find in a racing game. Laughably bad, assuming you didn't actually buy it...

Presentation ★☆☆☆☆☆☆☆☆☆
Playability ★☆☆☆☆☆☆☆☆☆
Rating ★☆☆☆☆☆☆☆☆☆

Krazy Ivan
Psygnosis ● Shoot-em-up

Big robots blowing the hell out of each other. The missions are virtually all the same though, as is the action which makes for an uneventful game.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Loaded
Gremlin ● Shoot-em-up

Over-the-top violent shoot-em-up that is actually rather shallow. The two-player mode saves it from life in hell. Just.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Lost Vikings 2
Interplay ● Puzzler

An arcade puzzler that is fun to play and addictive. Cute graphics and sound go well with compelling gameplay.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Madden '97
EA ● Sports sim

Looks a bit dated but this has it where it counts. Gameplay to die for. If you don't understand Yankie football you will be able to play this in minutes.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Magic Carpet
Bullfrog ● hoot-em-up

Doom on a flying carpet. Brilliant landscaping graphics with plenty to kill and a lot of strategy needed for the later levels.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Mansion Of Lost Souls
Sega ● RPG

Want a visually impressive adventure game that you will be able to finish in a couple of hours? Then here it is.

Presentation ★★★★★★★★★☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

GM RECOMMENDS

Manx TT
Sega ● Racer

Top old coin-op conversion that almost lives up to being heralded as the new *Sega Rally*. An extremely fast racing game that gives you the thrills and spills of the world's most dangerous motorbike race.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Mass Destruction
BMG ● Shoot-em-up

A poor man's version of *Return Fire* that has some entertaining gameplay but some flaws that spoil it somewhat.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★★☆☆☆

Mighty Hits
Sega ● Shoot-em-up

20 games on a disc to make use of the Sega gun. Of course, you don't expect to get 20 good ones. In fact, you don't get ANY good ones. May keep the under nines amused for a few minutes, but that's just about it.

Presentation ★★★☆☆☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★☆☆☆☆☆☆☆

Mortal Kombat 2
Acclaim ● Beat-em-up

UMK3 is out so there's absolutely no reason on earth to buy this. It's a fairly faithful arcade conversion but it doesn't do anything clever, unlike *UMK3* which is a very clever thing indeed.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Mr Bones
Sega ● Freak-em-up

A weird collection of sub games that has a little something for everyone. On the whole though it's a bit disappointing and difficult. Will no doubt get a cult following.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

Myst
Sega ● Puzzler

One of the biggest selling CD games of all-time. God knows why.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Mystaria
Sega ● RPG

A 3D RPG with longevity, mainly because everything takes ages to happen. Some fights can take up to an hour.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

NBA Action
Sega ● Sports sim

Basketball with 3D polygons. Plenty of views to watch from but the action isn't up to much. A brave attempt.

Presentation ★★★★★★★☆☆☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★★☆☆☆

NBA Jam Extreme
Acclaim ● Dunk-em-up

Doesn't offer more than *NBA Jam*. The graphics are jerky and the gameplay isn't up to scratch. A disappointing follow-up.

Presentation ★★★★★★☆☆☆☆
Playability ★★★★★★☆☆☆☆
Rating ★★★★★★☆☆☆☆

NBA Jam Tournament Edition
Acclaim ● Dunk-em-up

The best comic basketball game of the lot. Fast and responsive gameplay make this an absolute must for anyone who can dunk more than a biscuit.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Need For Speed
EA ● Road racer

Very playable. Feels more like the real thing than most racers and certainly has some pretty spectacular crashes just waiting to happen.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

NHL '97
EA ● Puck-em-up

3D hockey with plenty of gameplay options and stats to keep you playing. Unfortunately for EA, Virgin's *Powerplay Hockey* completely blows it away in the gameplay department.

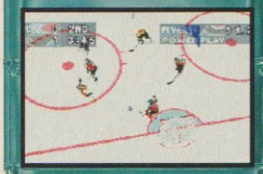
Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

GM RECOMMENDS

NHL Powerplay Hockey
Virgin ● Puck-it

This actually manages to better EA's classic game. Superb graphics combined with fast and furious action make this the boss of Saturn ice hockey games.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



NiGHTS
Sega ● Flying platformer

Gorgeous graphics make up the seven levels. Fast gameplay and all-round loveliness. Still one of the Saturn's star games despite it being a bit of a game on rails. Goes down in history as a Saturn classic.

Presentation ★★★★★★★★★★
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Night Warriors
Capcom ● Beat-em-up

A strange fighting game with outrageous moves and well over-the-top characters. Still has plenty of that classic Capcom fun gameplay though.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Olympic Soccer
Eidos ● Kick-em-up

Playable game that looks awful. Been bettered by *Worldwide Soccer* and just about any other soccer game you can think of.

Presentation ★★★★★★☆☆☆☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Panzer Dragoon
Sega ● Shoot-em-up

Impressive when it first came out although it was far too linear and dead easy. Get the sequel instead.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★☆☆☆
Rating ★★★★★★★☆☆☆

GM RECOMMENDS

Panzer Dragoon 2
Sega ● Shoot-em-up

Beautiful graphics and enhanced gameplay over the original. You now get multiple routes to make it less linear but plenty of the same mad-in-the-head blasting action. Superior to the first but still too easy to complete.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★★☆



PGA Tour '97
EA ● Golf-em-up

Two courses and slow gameplay, even for a mouldy golf game. Lacks some of the finer features of *Actua*.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Pinball Graffiti
JVC ● Pin-em-up

Ouch. Avoid.

Presentation ★☆☆☆☆☆☆☆☆☆
Playability ★☆☆☆☆☆☆☆☆☆
Rating ★☆☆☆☆☆☆☆☆☆

Pro Pinball: The Web
Empire ● Pin-em-up

One table is hardly going to challenge you for long. Short-lived.

Presentation ★★★☆☆☆☆☆☆☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Rayman
Ubisoft ● Platformer

Gets frustrating due to dodgy level design. Looks the business with lush graphics.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Top 10 think-em-ups

Games that make you go hmmmm...

Tomb Raider

From: Core Design/Eidos
Price: £44.99
Players: One
Graphics: 10 – Quite remarkable
Excitement: 9 – Loads of suspense
Gameplay: 10 – Mind-pummelling
Variety: 9 – Lovely levels

Why it's great: It's not only great, it's a gasp away from perfection. Start making your way through the levels and before you know it, you're totally immersed in Lara Croft's quest. Not to mention chest. It's not just solving the head-stoving puzzles (and we're still getting calls about those bloody cogs) but the jumping, climbing and holding on by manicured nails 3D platform element. You'll see question marks before your eyes as you try to work out exactly what acrobatic feats Lara needs to perform to scale that temple or that cliff. Stunning.



Resident Evil

From: Virgin/Capcom
Price: £40
Players: One
Graphics: 9 – Gloss and gore
Excitement: 10 – Heart attack time
Gameplay: 9 – Unforgettably scary
Variety: 8 – Lots of plot twists

Why it's great: We love this because it gets you thinking about how to solve some tricky puzzle and then, before you know it, scatters your wits across the floor with some downright scary shock tactics. Nothing concentrates the mind like a zombie leaping out of a cupboard. Fluid cut scenes and a decent plot mean you'll want to follow the mystery through to the end, and for a thinking game, there's an almost unseemly amount of shooting and gore. There are tougher adventures, but none as frightening or intriguing. Good stuff.



Command & Conquer

From: Virgin
Price: £40
Players: One
Graphics: 7 – Small but detailed
Excitement: 9 – Realtime war
Gameplay: 9 – Top war action
Variety: 8 – Plenty of missions

Why it's great: Just like all good strategy wargames, this has you stroking an imaginary moustache as you marshal your forces against the enemy. But because it dispenses with turns, hexagons and boredom, it makes you think under pressure and drags it into the realm of arcade excitement. That's not to say there isn't a heap of thinking to do, just that the carnage unfolds on screen at a rate that's hard to cope with. So it's thinking and thrills in the one package and a game that even avowed haters of strategy will want for their machine.



Blast Corps

From: Rare/Nintendo
Price: £49.99
Players: One
Graphics: 9 – Best explosions yet
Excitement: 9 – Destruction to a deadline
Gameplay: 9 – Sweaty-palmed planning
Variety: 8 – Over too soon

Why it's great: Few games demand such quick thinking against an impossibly tight tick, tick...boom! deadline. Not only is *Blast Corps* original, it also offers mindless pleasure (destroying skyscrapers with a huge robot for example) combined with the need for some deep thinking and forward planning, as you clear a path for the relentlessly rolling missile carrier. The sense of achievement you get when you avert a meeting of building and atomic weapon makes it all worth while. Expect plenty of tense moments.



Sim City 2000

From: Maxis
Price: £40
Players: One
Graphics: 6 – Do the job
Excitement: 6 – At a push
Gameplay: 9 – Immersive
Variety: 8 – Options abound

Why it's great: Not many games require such an investment of head-scratching planning as *Sim City 2000*. Slowly building your city from a single building to a heaving metropolis requires a mind boggling amount of town planning, that puts the folk behind Milton Keynes to shame. Then, just when everything's going well and the citizens of Gamesville are happy, a natural disaster or alien invasion kicks off and stamps all over your best-laid plans. Few games give you such responsibility, or such late nights than this one.



Super Puzzle Fighter 2 Turbo

Price: £40
Players: 1 or 2
Graphics: 7 – Cute and colourful
Excitement: 8 – More than expected
Gameplay: 10 – Two-player bonanza
Variety: 9 – Plenty of secrets

Why it's great: What would a top ten of think-em-ups be without some falling blocks, much frantic rearrangement and brilliant two-player gameplay? We could have picked *Bust-A-Move 2* but *Puzzle Fighter's* cast of *Street Fighter* and *Darkstalkers'* characters makes it the most interesting in the long line of *Tetris* games. Planning where to put gems to make larger crystals requires thinking on your feet and a ruthless streak to bury your opponent. Puzzlers don't get much more competitive or addictive than this offering from the *SF* crew.



Rise 2: The Resurrection
Acclaim ● Beat-em-up
This sucks with hardly any moves, boring characters and abysmal gameplay.
Presentation ★☆☆☆☆☆☆☆☆☆
Playability ☆☆☆☆☆☆☆☆☆☆
Rating ★☆☆☆☆☆☆☆☆☆

Road Rash
EA ● Street racer
Ropey conversion with dodgy graphics and gameplay.
Presentation ★★★★☆☆☆☆☆☆
Playability ★★★★☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Robopit
THQ ● Beat-em-up
Beating other robots and stealing their weapons has a lot going for it. Will appeal to those who can't handle *VF2*.
Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★★☆☆☆☆
Rating ★★★★★★☆☆☆☆

Sega Ages
Sega ● Retro-em-up
Retro gaming at it's worst.
Presentation ★★★★☆☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

GM RECOMMENDS

Sega Rally
Sega ● Racer
This is the mutt's nuts. The bee's knees. The finest racing game on the Saturn. Quite possibly the finest racing game on any home system. Super fast and realistic driving action. Great graphics and a fantastic two-player mode.
Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



GM RECOMMENDS

Sega Worldwide Soccer '97
Sega ● Score-em-up
A superb football game. The closest anyone has come to matching the wondrous *ISSD* on the PlayStation. Superb graphics and animation to die for. This has near-perfect football gameplay.
Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Shining The Holy Ark
Sega ● RPG
A deep storyline combined with some very playable action makes this shine out among other RPGs. A storming adventure that will keep you involved for a long time.
Presentation ★★★★★★★★★☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Shockwave Assault
EA ● Shoot-em-up
Disappointing to play after the impressive start, you'll soon realise just how much it sucks in every way. There's loads of really impressive Hollywood-style FMV but sod all in the way of gameplay. One to try and avoid at all costs.
Presentation ★★★★★★★★☆☆
Playability ★★☆☆☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Sim City 2000
Maxis ● Build-em-up
Building and running a city is a surprisingly addictive and entertaining past time. A huge, time-consuming game. Kiss goodbye to your evenings with this.
Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Shellshock
Core Design ● Shoot-em-up
Thunderhawk again, but this time it's in a tank. The action does get a bit repetitive towards the end but it's a solid enough 3D blaster. A little too easy to complete but still worth looking at.
Presentation ★★★★★★★★★☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Super Mario 64

From: Nintendo
Price: £49.99
Players: One
Graphics: 10 – Wow
Excitement: 9 – Thrilling exploration
Gameplay: 10 – Feels limitless
Variety: 10 – Plenty

Why it's great: If there's one game that makes your mind reel with possibilities it's Mario's stunning 64-Bit debut. This has your brain leaping through hoops like a smiling dolphin with the only limit on the rotund Italian's actions being your lack of imagination. Getting a podgy white-gloved hand to each one of the 120 glittering stars requires an amazing amount of lateral thinking as you explore Nintendo's staggering 3D world. There's nothing else that rewards your cleverness in quite such a delightful looking way.



Syndicate Wars

From: Bullfrog
Price: £40
Players: 1 to 4
Graphics: 7 – Violent work of art
Excitement: 8 – Pulse quickening
Gameplay: 8 – Think to destruction
Variety: 9 – Mix of missions

Why it's great: It's great because rarely does thinking and strategy feature such immoral amounts of violence. Send your team of cyborgs out into Bladerunner-style cities and with a drive-by shooting, a bomb and a smile you can cause mayhem. To get anywhere you'll require a steel-sprung trap of a mind rather than just gun-happy horseplay. With plenty of different missions and the humanity-threatening fruits of your weapon research lab to try out, *Syndicate Wars* completely wraps you up in its doom-laden, violent world.



Fade To Black

From: EA
Price: £40
Players: One
Graphics: 7 – Not Lara Croft
Excitement: 8 – Sci fi suspense
Gameplay: 8 – Puzzles aplenty
Variety: 8 – Shooting too

Why it's great: Its rather bland and chunky 3D graphics look dated compared to the likes of *Tomb Raider*, but there are some compelling puzzles to be solved in EA's sequel to *Flashback*. It's fast moving too, for an adventure, with a modicum of shooting to keep everyone happy. Although you don't need to be a brainbox rocket scientist to solve it, the fact that you'll really want to speaks volumes for its involving atmosphere and well-designed problems. Coming from French developers Delphine, this is a classy European affair.



Dark Savior

From Sega
Price: £35
Players: One
Graphics: 8 – Manga-thon
Excitement: 7 – Mildly thrilling
Gameplay: 8 – An RPG with action
Variety: 9 – Multiple paths await

Why it's great: We'll have no cheeky comments about RPGs here. Despite the fact that a lot of English speaking gamers find them unfathomable, accessible action-packed examples of the genre, like *Dark Savior*, have the depth to grab the casual player's attention. There's plenty of object-using and general thinking to do but that's all mixed in with some excellent easy scrapping to give your intellect a rest. Different routes and endings up the replay value and make this an ideal introduction to the confusing land of RPG.



The Duffers

Here are the games that promise a brain-based challenge but, ultimately, aren't really worth a second thought:

AIV: Evolution Global – Long of title, short of gameplay. Completely unfathomable.
Bedlam – Tries to be *Syndicate* but falls confusingly short. Practically uncontrollable.
Myst – Mac and PC owners loved it. You won't. Very tedious flick-screen adventure.



Clever Ones

Coming to your console soon and pretty much guaranteed to occupy your every waking hour:

Resident Evil 2 – A greater test of nerve and problem solving. We're already drooling.
Tomb Raider 2 – Lara returns with more fiendish puzzles. Hits us at Christmas.
Final Fantasy 7 – The best RPG ever? It's certainly looking that way.



Slam 'N' Jam
BMG ● dunk-em-up

It may only have one viewpoint but it plays so fast that you never get time to notice. This shows the big guns at EA and Sega how a basketball game really should be done. Simply the best and the closest you will get to the PlayStation's magic *Total NBA* on the Saturn.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Soccer '97
Eidos ● Shearer-em-up

Flawed controls and a distinct lack of the kind of pacey action that made *Worldwide Soccer* so great. Forget it.

Presentation ★★☆☆☆☆☆☆☆☆
Playability ★★☆☆☆☆☆☆☆☆
Rating ★★☆☆☆☆☆☆☆☆

Solar Eclipse
Crystal Dynamics ● Blaster

A difficult 3D shoot-em-up. Very hard to work out what exactly you are supposed to be doing. Instantly forgettable despite having some early promise.

Presentation ★★★★☆☆☆☆☆☆
Playability ★★★☆☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Sonic 3D
Sega ● Platformer

As you would expect this is a fast and furious 3D platform affair, surprisingly converted from the Mega Drive game. A bit easy to complete but a lot of fun nonetheless. Flawless level design..

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Soviet Strike
EA ● Shoot-em-up

Sharp and nasty gameplay make this one of the best shoot-em-ups you'll get on your Saturn. More commie-bashing from the pacifists at EA. yet another sequel is on the way soon, so look out for it in an upcoming issue.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Spot Goes To Hollywood
Virgin ● Platformer

This sucks in just about every way. Terrible gameplay and poor graphics. Makes you wonder why they bother.

Presentation ★☆☆☆☆☆☆☆☆☆
Playability ★☆☆☆☆☆☆☆☆☆
Rating ★☆☆☆☆☆☆☆☆☆

Street Fighter Alpha
Virgin ● Smack-em-up

The old *Street Fighter* 2D action with new characters, moves, combos and super combos. It's an update but not as impressive as we feel it could, and indeed should, have been.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Street Fighter Alpha 2
Virgin ● Smack-em-down

More of the same. But this time it's a big improvement. More characters, more moves and more combos. It's slick and one of the more polished 2D beat-em-ups you are likely to get your hands on.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Street Racer
Ubisoft ● Racer

Cartoony game that tries hard to BE the fabled *Mario Kart*, and almost makes it. Up to eight players can compete in a race on one TV with no real loss of speed.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Striker
Acclaim ● Goal-em-up

No real players, no motion-captured animation, no 3D polygons and no big name license behind it. A dated footy game that while not being terrible, pales into insignificance compared to the hot shots like *Worldwide Soccer*.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★☆☆☆

Tempest 2000
Interplay ● Shoot-em-up

Four versions of a very classy old shoot-em-up. Plus it's selling for £20 so it's definitely worth getting. Great for prolonged sessions or a quick five minute blast.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Tetris Plus
Jaleco ● Puzzler

It's *Tetris*, with a few new gaming modes. You know what you're getting with this so if you're into *Tetris*, great. If you're not then don't even think about it.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Tetris Plus
Jaleco ● Puzzler

You know what you're getting with this, so if you're into *Tetris* in a big way, great. If you're not then don't even think about it.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

The Crow: City Of Angels
Acclaim ● Beat-em-up

Easily the worst beat-em-up you'll ever play. Flawed-to-hell gameplay and some terrible 3D graphics that glitch all over the place put this in a unique position of badness. Don't be tempted. The collision detection is all over the place and it plays like a total dog. There are no saving graces to this one.

Presentation ★☆☆☆☆☆☆☆☆☆
Playability ★☆☆☆☆☆☆☆☆☆
Rating ★☆☆☆☆☆☆☆☆☆

Theme Park
Bullfrog ● Puke-em-up

Plan out a park and build vomit-inducing rides for your punters to kill themselves on. Deep gameplay that gets slightly repetitive after a long period of time. Plenty of fun to be had though, especially as you can explore your park and go on the rides in this version.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Thunderhawk 2
Core Design ● Shoot-em-up

It may be an old game but it's still a very classy blaster. Lots to kill and some hair-raising moments as you're doing it. Tons of missions with involving gameplay. This one still plays like a top ranking title, which it is.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Tilt!
Virgin ● Pinball

Slick-looking affair with six tables on offer. The tables are packed with features which will make this one last longer than most pinball games. The nearest you'll get to the real thing by a mile.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Torico
Sega ● RPG

Plenty of new features make this playable if you're into this sort of thing.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Toshinden URA
Sega ● Beat-em-up

Disappointing 3Der.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

True Pinball
Ocean ● Pin-em-up

Four tables and superior pinball action. Ahead of the pack when it comes to gameplay, mainly because it has some. Saying that, pinball games do tend to be limited side when it comes to action.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Ultimate MK 3
GTI ● Beat-em-up

The definitive *MK* game, and many would say the definitive 2D beat-em-up. Perfect arcade conversion with 22 characters and loads of moves. The best of the bunch.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Valora Valley Golf
Virgin ● Putt-em-up

One course with a slow and practically unusable control system. This sucks. Good job we're here to protect you from this sort of thing. Don't buy it. Be brainy and go for *Actua Golf* instead

Presentation ★☆☆☆☆☆☆☆☆☆
Playability ★☆☆☆☆☆☆☆☆☆
Rating ★☆☆☆☆☆☆☆☆☆

Victory Boxing
JVC ● Punch-em-up

Not bad at all. Build up your fighter and take him through an entire career. Good graphics and plenty to offer the average bloodthirsty boxing fan. Harder than Naseem though and needs a fair amount of strategic thinking as well as bloodthirsty fist-in-face action.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

GM RECOMMENDS

Tomb Raider
Eidos ● 3D Platformer

Now this is more like it. A truly superb game with huge levels to explore and tons to do while you're in them. The closest you're going to get to *Super Mario 64* on the Saturn. You must own this game. It's Godamned law.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



GM RECOMMENDS

Virtua Cop 2
Sega ● Shoot-em-up

This is more like it. More action-packed than before with car chases and the like. The two-player mode rules supreme. A fabulous shoot-em up that you just have to own. And get a Sega gun too.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



GM RECOMMENDS

Virtua Fighter 2
Sega ● Smack-em-up

Thumping good arcade conversion. This and *Fighters MEGAMiX* are going head-to-head for the title. Loads of moves and special little things to find and learn. An all-time Saturn classic that shows where to go for the best arcade conversions.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Virtua Fighter Kids
Sega ● Little smack-em-up

VF Kids has got plenty of comic value, that's for sure. Beating up kids is ever so slightly disturbing though. Not really worth splashing out on if you have any of the other big 3D fighting games above – but if you can find it somewhere cheap then it's well worth a look.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Virtual Golf
Core Design ● Club-em-up

Simple to pick up and play, and very rewarding when you do. The only golf game that rivals Gremlin's mighty *Actua Golf*. Finally sees off the *PGA* series and helps to bury it once and for all. Still doesn't quite beat *Actua* though. Still, no doubt a sequel will come out soon.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Virtual On
Sega ● Beat-em-up

An original beat-em-up with some pretty impressive graphics and effects. Very difficult but extremely rewarding once you get past the weird control system. Stick with it to discover its best.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Virtual Open Tennis
Acclaim ● Lob-em-up

A limited tennis game that stands about as much chance of entertaining you as an English lass does of winning Wimbledon. Forget it. We will.

Presentation ★★★★☆☆☆☆☆☆
Playability ★☆☆☆☆☆☆☆☆☆
Rating ★★★★☆☆☆☆☆☆

Wipeout
Sega ● Racer

A racer that's surpassed only by *Rally* and *Manx TT*. A different slant on racing action, a top racer. Not *quite* up to the PlayStation version but still fast and furious action aplenty. The wonderful *Wipeout 2097* is on the way as well.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

World Series Baseball '97
Sega ● Bat-em-up

The graphics and commentary combine with good gameplay to make a playable and accurate sim.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

WWF In Your House
Acclaim ● Grope-em-up

The worst of the Acclaim *WWF* games. The graphics rough and you get the feeling that it's a rush-job.

Presentation ★★★★★★☆☆☆☆
Playability ★★★★★★☆☆☆☆
Rating ★★★★★★☆☆☆☆

GM RECOMMENDS

WWF Wrestlemania: The Arcade
Acclaim ● Grunt-em-up

Now this is more like it. Tons of special moves make it a cross between wrestling and *Mortal Kombat*. Mad-in-the-head.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



X-Men: Children Of The Atom
Acclaim ● Beat-em-up

Mental, over-the-top 2D fighting action with some of the biggest and baddest comic book fighters you're ever going to see. It's got some outrageous special moves as well, some that take up the entire screen. The UK version's a bit slower than the others though.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

UK NINTENDO64 GAME GUIDE

Now that the price has come down, everyone wants to get an N64. Before you rush out, take a quick gander at our guide to the very best N64 software. After all, you wouldn't want to buy FIFA 64 when ISS 64 is out there would you?

FIFA 64
EA ● Footy

Don't be tempted to buy this just because it's the first football game out there. *ISS 64* is on the way and is ten times better than this. The graphics hardly push the machine and the gameplay is flawed to hell.

Presentation ★★★★★☆☆☆☆☆
Playability ★★★★★☆☆☆☆☆
Rating ★★★★★☆☆☆☆☆

ISS 64
Konami ● Giggs-em-up

This shows off just how good the N64 can get. Easily the best soccer game on any system. Amazing animation and the analogue control makes this unbeatable.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆

Killer Instinct Gold
Nintendo ● Beat-em-up

Rare show off some of the graphical trickery that the N64 is capable of in this 2D fighter. The combo system takes a lot of getting used to. It's all N64 players have got (*MK Trilogy* is still stuck on a release schedule) until the 3D fighters arrive.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

GM RECOMMENDS

Pilotwings 64
Nintendo ● Aerial adventure

It's not going to appeal to everyone, admittedly, but being able to glide freely about the place is a truly breathtaking experience. An update of the SNES original which really shows off what the N64 can do.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Mario Kart 64
Nintendo ● Cartoon racer

The best console multi-player game ever. Superb fun-filled races with up to four players. Top graphics, great gameplay. This is a classic.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Shadows Of The Empire
Nintendo ● Adventure

Combines several different gaming genres, all wrapped up in that lovely Star Wars feel. Despite the potential, *Shadows* isn't quite as good as it should have been. It's got some nice sections, but some of it sucks, big time. Not bad, but not as good as it should have been. However, if you're a Star Wars then you just have to get this to eat up that amazing atmosphere. If only if didn't have those rubbish speeder bike sections and replaced them with more of the *Doom*-like levels.

Presentation ★★★★★★★★☆☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

Wave Race 64
Nintendo ● Sea racer

The first N64 racing game. Skim over water that looks so real you can almost feel the spray in your face, with the analogue stick giving pinpoint control. An awesome two-player split-screen challenge and an impressive one-player game. And you can ride a dolphin too, just for the sheer hell of it.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★☆☆
Rating ★★★★★★★★☆☆

GM RECOMMENDS

Super Mario 64
Nintendo ● Platform romp

Without doubt, this is the greatest videogame of all bleedin' time, and a game you must play, even if you don't fancy buying an N64. Tons to explore and find. Completely astounding stuff.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★★
Rating ★★★★★★★★★★



GM RECOMMENDS

Turok: Dinosaur Hunter
Acclaim ● Doom clone

Destroying dinosaurs has never been so much fun. Using the N64's potential to the full, with immense effects, fabulous weapons and that all-important analogue stick to control your head movements, this is impressive. And it's rock hard too.

Presentation ★★★★★★★★★☆
Playability ★★★★★★★★★☆
Rating ★★★★★★★★★☆



Nintendo top gear

There's no doubting the desirability of some well-produced videogaming kit. Even as you read this, the GM team are pushing their mice across some lush looking Nintendo mouse mats and placing their poor overworked wrists on rests featuring Mario, Bowser and the rest of Ninty's gang. And look, over there a masked robber is heading for the door with our N64, packaged in a quite fantastic looking bag. Oi!

What better way to show your allegiance to Nintendo than by buying some branded merchandise. Feel the quality of this little lot.

Nintendo 64 Mouse Mat

Send your mouse scurrying over a shiny surface resplendent with your favourite Nintendo character. There are six to choose from: Mario, a moody black Bowser (Les has got that one, surprise surprise), the N64 logo, Wave Race 64, Mario being attacked by Bowser and Mario Kart *(the best of the lot which Marcus baggsied at once). As mouse mats go these are very nice indeed, almost up there with our super model ones.*



Nintendo 64 Wrist Pads

If you need somewhere to put your poor old wrists when typing, how about resting them on a crawling Mario, Bowser, Mario-throwing-a-Bomb or a Mario Kart*-themed strip of sponge. No? Well don't come crying to us when your tendons seize up from over-use and your hands turn into claws then.*



N64 System Carry Case DLX

You might think your Tesco's carrier bag marks you out as the one to watch but if you're going to go lugging £150 worth of Silicon Graphics-based technology around there really isn't a swishier way of carrying it than this bag. OK, it's £30, but the quality is high and there's a leather effect handle, shoulder strap and N64 logo, hand embroidered by a team of specially trained Japanese midgets. Inside you can fit your N64, power pack and leads in one compartment and six carts, plus controller paks in another. It's a from knocks, and everything fastens and unfastens with so one to impress the ladies with.



N64 Control Pad Carry Case

This is just the thing to carry your lucky controller to Mario Kart 64 *races. It holds one pad, a few carts and Controller Paks and you can sling it over your shoulder for that sports casual, man-about-town look. The perfect accompaniment to the System Carry Case, for people with money to burn.*



A gamesplayer's only as good as his pad

Joypad Jury





We'll have none of your 'this joypad's dodgy' excuses. We thought a head-to-head, pad-to-pad test was in order. No stopping till one breaks...

Sony Dual Analog Pad



Price: Approx. £30 on import. No news on an official UK release yet.

Appearance

It looks like the official controller on steroids. Twin analogue thumb sticks poke out alarmingly from just below the Start and Select buttons, there are bigger (and better designed) shoulder buttons and more to grab hold of with chunkier arms housing all the analogue and feedback gadgetry. All your old favourites – the D-pad, Cross, Triangle, Square and Circle buttons are back and in their familiar places.

Feel

Weightier than the original but still slips into the hand with consummate ease and feels as comfy as your favourite pair of trainers. It stands up well to lengthy sessions of play and feels like a well-built, quality controller that's not going to let you down. The concave thumb sticks are nicely tweakable.

What games does it work with?

Hey, it's brand new so don't expect much until it catches on. Currently, the only games that are designed to work with Sony's new pad are: Rally Cross and V Rally '97 (reviewed this issue) plus beat-em-ups Bushido Blade and Tobal 2, currently only available in Japan. But expect more soon.

Extra features

You can switch the analogue feature on and off if you really feel you can't handle the ultimate in responsive control. A little light goes green for analogue control. Oh, and don't worry about it being Japanese because it works with US and UK games as well.

Feedback

Find a game that supports it and before you know what's happening the pad will buzz and vibrate at appropriate moments in the on-screen action. Although not forceful enough to have you running from tall buildings, it's a good bonus feature. Unlike Nintendo's Rumble Pak it doesn't mean prising the back off household appliances looking for batteries, as Sony's unit draws its power from your PlayStation.

Lab Test

V-Rally – Rally Cross

A racer's always a fine test of a controller and Sony's pad proved a revelation when used with V-Rally and Rally Cross. Both games have what you'd call 'difficult' handling, but the pad really sorted things out and gave much better control. On corners in particular, you could get some purchase and power round in tyre-smoking fashion. There was less spinning out, powerslides were easier to pull off and lap times were down. V Rally found a use for the second thumb stick too, giving it the acceleration and braking duties which worked well. Uniquely, the thumb sticks also click down, allowing you to whack the handbrake on in Ocean's racer. Check the reviews on pages 26 and 28 for more.



Judgement

A superb joypad that, given enough compatible games, should replace it's plain vanilla digital counterpart.

Rating

Accuracy ★★★★★★★★★★

Responsiveness ★★★★★★★★★★

Overall ★★★★★★★★★★

Sega 3D Control Pad



Price: £30

Appearance

There's more than a hint of alien mothership with Sega's pad. Circular design and long ridges to hold on the bottom make it look like something out of Blake's 7. The X, Y, Z, A, B, C buttons are in their usual place with the all-important analogue thumb pad residing just above the D-pad it hopes to supersede. As for the shoulder buttons: they're now two triggers nestled on its firm underbelly. A cool looking joypad, all in all.

Feel

Doesn't seem as robust as its rivals. It's comfy enough in the hand but for some reason feels a little more like a lump of plastic than you want it to. The thumb pad (it's not really a stick) doesn't have the same spring in its step as its rivals.

What games does it work with?

There's a healthy batch. The following are all fully analogued up: Contra, Dark Savior, Daytona CCE, Die Hard Trilogy, Doom, Enemy Zero, Hang-On GP, Manx TT, MechWarrior 2, NiGHTS, Outrun, Panzer Dragoon, Panzer Dragoon Zwei, Exhumed, Sega Rally, Sky Target, Soviet Strike, Harcore 4X4, Virtua Cop 2 *and* Wing Arms.

Feedback

Not a whimper. You'll have to cause your own vibrations on the Saturn we're afraid.



Lab Test

NiGHTS – Manx TT

Sega launched their analogue pad with the stunning NiGHTS and you can see why. There's a fantastic sense of control that you don't get from the tap-this-a-way, tap-that-a-way nature of the D-pad. We found aerial manoeuvres were easier to pull off and the game played much more forgivingly with analogue control. Similarly, motorbike racer Manx TT really benefited from a helping of more precise control. With the standard pad, cornering often felt like an on/off, hit/miss affair. With analogue control you can lean over and slice through the apex of the bend in proper, knee-scraping fashion.



Judgement

A good pad that, while not as original as Nintendo's or as innovative as Sony's, improves the control you get immensely. With the biggest range of analogue compatible games of all the consoles, Saturn owners have no excuse for missing out on this pad.

Rating

Accuracy ★★★★★★★★★★

Responsiveness ★★★★★★★★★★

Overall ★★★★★★★★★★

Nintendo 64 Controller



Price: £30

Appearance

Three shapely prongs and the small thumb stick still make this stand out as a great controller, even though we're thoroughly used to it. There's a superb helping of buttons, including the ace Z-trigger. There's no doubting that this is as revolutionary a controller as the original NES one that rejected joysticks in favour of a D-pad.

Feel

Moulds to your hand rather than your hand moulding to it. The three prongs aren't just there to look different but allow you to find a grip you're happy with. It rests in your hand like a sleeping kitten and responds lovingly to your every touch. A lovely piece of plastic.

What games does it work with?

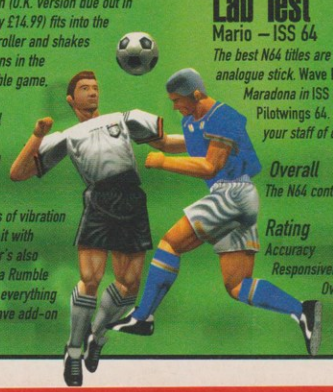
All of them. Some (Super Mario 64) rely on analogue control more than others (Mortal Kombat Trilogy).

Extra Features

This is the only controller that you can slot add-ons into. Slip a memory card into the underside and you can save scores, lap times and vehicle data in a number of N64 games. See below for details of the Rumble Pak and dream about what you'd like to see Nintendo let you plug in next.

Feedback

The Rumble Pak add-on (U.K. version due out in September for a measly £14.99) fits into the underside of your controller and shakes in the style of Mr Stevens in the only currently compatible game, Star Fox 64. It's definitely more forceful than Sony's meek buzzing affair and even manages to give you different levels of rumble. But such levels of vibration mean you have to feed it with batteries. The controller's also heavier to handle with a Rumble Pak on board. But hey, everything has its price. A must have add-on if ever there was one.



Lab Test

Mario – ISS 64

The best N64 titles are characterised by the feeling of extra control you get with the analogue stick. Wave Race's jet skis can churn round corners, you can dribble like Maradona in ISS 64 and perform the sort of precise aerobatics demanded by Pilotwings 64. It's Super Mario 64 that transforms the inch-high stick into your staff of control.

Overall

The N64 controller is a wonderful thing.

Rating

Accuracy ★★★★★★★★★★

Responsiveness ★★★★★★★★★★

Overall ★★★★★★★★★★



Out-road-rageous

Ray Tracer's end of stage boss vehicles are a good deal madder than anything we can remember from the original Chase HQ coin-op. Giant helicopters manage to fly backwards in front of your 200MPH car and fire missiles at you. Knock down this lot's energy bars before time runs out...



Called Twin Rat, this pair of armoured tank-type things are easily barged to destruction.



Gust is an armed to the eyeballs chopper which hovers around just asking to be rammed.



This is a turbo-charged armoured car known as Madcap. Bumper troubling to say the least.



Absolute madness. Blast-type is nothing less than a hovering Harrier Jump Jet!

It sounds like Rage Racer but does Tatio's Chase HQ-style drive ram the opposition off the road?

RAY TRACER



This late entrant for the PlayStation's Cannonball Run of driving games isn't so much about racing as car chasing. Forget a gentle tweak on the steering to slip past an opponent, Ray Tracer rewards slamming into the back of fellow road users without pausing to read their stupid 'I Slow Down For Horses' bumper stickers.

Sad old gamers that we are, it had us tearfully reminiscing about '80s arcade thriller *Chase HQ*. Coming from the same Japanese stalwarts Taito, *Ray Tracer* features similar car-ramming gameplay as their gone but definitely not forgotten coin-op.

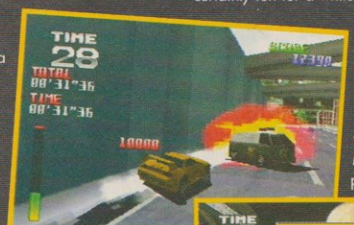
You belt through some nice-looking, if fairly undemanding courses, trying to catch up with a heavily armed boss car. Get within spitting distance and using your limited nitro speed boost you need to smash them into submission against a tight time limit.

But if that sounds straightforward, things are even easier when you play. Despite having an impressive turn of speed and some enjoyable paintwork-troubling confrontations, there's an ominous question mark hanging over the difficulty of this one like a lead weight over Wiley Coyote. You won't need your usual 'there's definitely something wrong with this joypad' excuse with a game where you could easily race through the first two (of three) difficulty levels in less than 60 minutes of play. There's absolutely nothing you could call tricky until you reach the Normal stage's final super-fast boss car or try the Hard setting which robs you of your turbo boost. Things go from learners pool to deep end without any strokes in between.

Ray Tracer is one of the most arcade-inspired drives we've seen on Sony's console. Standing out like a neon green Capri with window-shaking sound system against the steely seriousness of *Rage Racer* and the string-backed driving gloves realism of *V-Rally '97*, it's easy to play but has a worrying lack of depth and challenge. The brash visuals put you in mind of a typically brain-pummelling Japanese cartoon and taking out some of the mad Harrier Jump Jet and Helicopter boss vehicles is certainly fun for a while. But there's none of the long-lived subtlety of Namco's *Racer* series and even at Sony's bargainous new £35 price point you'd really have to strain to get your money's worth out of it.

One to rent rather than buy then, unless your lust for a *Chase HQ*-style drive is playing havoc with your common sense. Choosing this over the likes of *Rage Racer*, *V-Rally '97* or any one of the PlayStation's other classic fast cars would be, like insurance costs in that irritating advert; stupid, just stupid.

Robin Alway





Liberal use of your nitro boost is useful for pummelling boss vehicles.





Fellow road users can be rammed for bonus points, but slow you down slightly.







The old suspension bridge puts in an appearance at one point.

It's about time

Tire of ramming people and there's a Time Attack mode where the only thing you have to beat is the clock. But with only four tracks and none too subtle handling you'd need an unhealthy obsession with lap times to get into it. The rival car is a nice touch, mind.



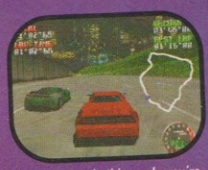
There's a paltry four tracks including this city at night stage.



There are five cars to choose from including 'Spanker'.



You pick someone to race against too but it's strictly for lap times.



With no nitro in this mode you're not encouraged to ram anything.

RAY TRACER	
VERSION REVIEWED	PlayStation
NO. OF PLAYERS	One
FROM	Sony
PRICE	£40
AVAILABLE	Out Now

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
Bright, bold and arcadey. Scenery flies past your car at a fantastic rate. Suffers occasional glitch. **78**	Hear that engine roar! Some nice punchy effects that wouldn't be out of place in the arcades. **77**	Simple car-ramming is good fun. Shallow compared to the delights of Rage Racer. **72**	Severely limited. This is way too easy, lacks depth and isn't much of a challenge. **39**	**60**

JUDGEMENT A thrilling arcade rum-em-up for an hour or so, this is fast but lacks depth and won't give your driving skills much of a work out.

AVAILABLE ON PC PlayStation VERSION TESTED

AVAILABLE ON

PC

PlayStation

VERSION TESTED

After kicking odd-shaped balls on the PlayStation and PC, the big guy hits the Saturn at full tilt...

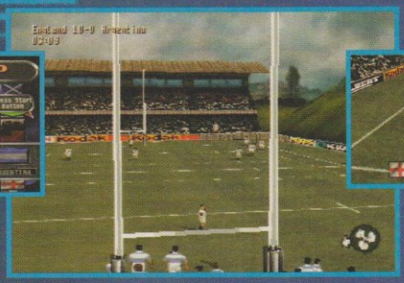
JONAH LOMU RUGBY



The options are strangely lacking for a sports game. Disappointing.



Teams? We got 'em. From all over the world too.





Well, you'd put on an extra burst of speed if you had this many ugly Frenchies after your ball wouldn't you?



When it comes to sports games, the bull-like physique of Lomu occupies a muddy field all of its own. To be honest it's just about the only decent rugby game in memory and put in a highly creditable performance on the PlayStation. Rugby fans have gone for its ankles in terrier fashion and the game's leaped over several more glamourous footy games in the charts.



Unfortunately this Saturn version isn't as good as it could have been. The same comprehensive approach to rugby union's there with everything down to a teasing gruber kick at your disposal. You can change the weather conditions, play in the Five Nations or World Cup and sidestep past beefy opponents to score in the corner.

Unfortunately, this is one batch of code that looks like it's been shovelled over from Sony's machine. There's often a brow-furrowing amount of slow down whenever there are a lot of players on the screen. With the game of rugby being built around two teams of 15 smashing into each other, this is a problem that tends to stare you in the face.

However, *Jonah Lomu*'s still going to interest fans of the real game. The controls often get complicated but that's because all the set pieces and moves have been included. There are always plenty of different options when you've got the ball, even if rucking and mauling to get the oval blighter off the opposition can get as scrappy as anything at Twickenham.

So, although this lacks the slick playability of a juicy *NHL* title or the 'Get in there my son!' celebrations you'll find in the likes of *Worldwide Soccer '97*, *Jonah Lomu* plays a bruisingly good game of rugby. It's well worth ruining your near-boyish good looks at the bottom of a scrum for anyway.

Marcus Hawkins

JONAH LOMU RUGBY		GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
VERSION REVIEWED	Saturn	*Small players and nothing to call a close up makes this serviceable rather than impressing.* 70	*McClaren and Beaumont are in the commentary box and the crowd roars. Nothing special.* 64	*Slow down problems don't get too much in the way of a playable, if complicated game.* 73	*All the cups and tournaments are here and there's a four-player multi-tap mode.* 77	74
NO. OF PLAYERS	1 to 4					
FROM	Codemasters					
PRICE	£40					
AVAILABLE	August					

JUDGEMENT *Slow down suggests a sloppy conversion. Recommended to Saturn-owning rugby boys. Hate the sport? This won't change your mind.*

AVAILABLE ON

PC

PlayStation

VERSION TESTED



Ball and chain boy Chang takes the deciding punch of this contest.



Yellow fire means both scrappers are charging their POW bars



If you like the flat 2D backdrops, KOF's are intricately crayoned.



A beat-em-up that needs extra hardware? Must be a corker?

KING OF FIGHTERS '95



Yuri's a top fireball flinger in scraps that mix characters from SNK's Samurai Showdown, Fatal Fury and Art Of Fighting.

An arcade-perfect version of SNK's beat-em-up. If this has you gibbering like a badger, trying to recall how you do Lori Yagami's Maiden Masher combo, the rest of this review is liable to pass you by, in a blur of excitement.

Chances are, you're already part of the cult following for the *KOF* coin-op and can't wait to get your dextrous fingers on this near-perfect (thanks to the add-on) Saturn version.

If you're anything less than a 100% proof, hardcore fighting fan you're likely to wonder about the appeal of this 2D beat-em-up. It won't seem right that despite being the first UK Saturn game to come with a 16mb add-on memory cartridge, the animation of the characters looks far from smooth. The Japlish speech sounds like Oriental revenge for our dubbing of their kung fu films.



Unlike *Street Fighter* and games of the *Virtua* variety, there are no concessions for the sports-casual player. Instead it's straight into a 24-character scrap, with fathoms of depth but only if you can claw your way up the mountainous learning curve. Spend enough time learning its intricacies and aficionados will find plenty to keep them playing. There's a power bar you can charge up in order to unleash an ultra- powerful special attack or combo, some excellent counter-attacking opportunities and a nice sideways dodge move on offer.

It's really the combat engine that's the winner with this. With two games' quota of characters to try out, and some intricate fight mechanics, two players can indulge in some epic battles. But that's providing they know what they're doing or can be bothered to learn. The old 'one for the expert player' applies. Anyone looking for an easily playable fight game should go for the classics like *Fighter's MEGAMiX* and leave this disc and memory cart combo to fans of the arcade machine only.



Robin Alway

KING OF FIGHTERS '95		GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
VERSION REVIEWED	Saturn	*The add-on makes for arcade perfection. But the coin-op has ropey animation and effects.* 75	*Some typical beat-em-up music and effects combine with a hilarious Japanese announcer.* 60	*Too technical for a casual gamer but there's depth for fans of the coin-op and other fighters.* 71	*Plenty of life in the two-player game and 24 characters mean plenty of value.* 77	75
NO. OF PLAYERS	1 or 2					
FROM	SNK/Sega					
PRICE	£40					
AVAILABLE	Out Now					

JUDGEMENT *Those uninitiated in the black arts of the coin-op should proceed with caution. This is for serious fighting fans only.*





Destroy one of these crab-like robots and you can climb in and 'be' it for a while.

All the PlayStation's special effects tricks are out on show.





Things can get hectic but there's no slow-down at all.

Loaded meets Gauntlet meets Mr Ben. Has anyone seen my Black and Decker?

MACHINE HUNTER

Loaded was one of the first games to appear on the PlayStation way back in – ooh – 1995. It wasn't the most complex beast – shoot, collect, power-up, shoot and collect was the order of the day. Machine Hunter is content with this as well.

The game is viewed from a top-down perspective which, although the programmers have been keen to throw in just about every special lighting effect that the PlayStation can manage, hardly puts it in the *Tomb Raider* excitement league. Each level – there are a generous 16 of them – has a definite mission objective (hostage-rescuing, droid-destruction, gun-emplacement elimination – that sort of thing) with a firm storyline behind it. There's a nifty system of character metamorphosis (see 'Who do you think you are?') as well as the standard array of health power-ups, weapon pick-ups and secondary weapon systems. In fact, *Machine Hunter* has all the hallmarks, trademarks and stamps of the finest shoot-em-ups you've ever played. Which of course is brilliant news if you're a big shoot-em-up fan.

Machine Hunter is tricky, large and free from the annoying gameplay glitches that scupper a surprising number of games. Unfortunately, what it most definitely isn't is original, novel or inspired. If you've played *Loaded* and *Re-Loaded*, *Crusader: No Remorse* (you poor thing) or, in the old days, *Gauntlet* – you might be starting to feel a little tired with the format. Although cunning navigational skills are needed to get around *Machine Hunter*'s large levels and you'll have to be pretty dexterous to keep hold of the rather, er, enigmatic controls. There's not a great deal of intelligence involved in playing this game. That's not to say it's not challenging, just that you don't need to be Einstein to play.

So the case with *Machine Hunter* is clear, it's easy to see what type of game it is and what you see is what you get. It's the Cast rather than the Oasis of videogames: staid and reliable, with a solid fan-base but ultimately a bit predictable and lacking real mass appeal.

Altogether now, "You've got to fly-iiiiii."

James Ashton



Use the flights of stairs to get between different levels on the, er, different levels. Obvious really.

This way up



Four buttons for the same gun? It's not normal, you've got to admit.

One of the most confusing things you'll find with Machine Hunter *is its control system. Most people are used to the way top-down games use the D-Pad relative to the game environment, not the character (press 'down' to move your character 'down' the screen, not backwards to whichever direction he's facing) but directional fire buttons are a bit of a novelty.* Machine Hunter *shoots left, right and forward. As your character changes orientation, these buttons change, just like the D-Pad. Confused? It'll take a couple of levels before you're comfortable with it.*





No subtlety involved here – get in there and keep hammering on the fire buttons.

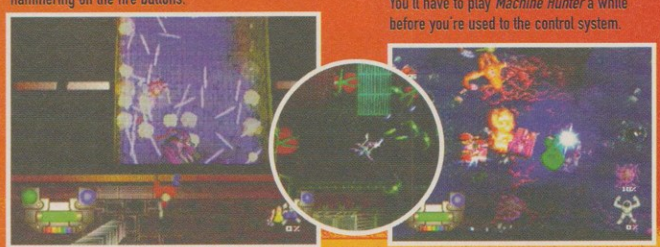






Whoosh! Bang! Crash! Expensive damage! Sorry, Mum.

You'll have to play *Machine Hunter* a while before you're used to the control system.



Who do you think you are?

Disaster! Start to play Machine Hunter *and you'll be disappointed with your game character – it's a little man in a pink jump suit sacheting around the shop like disco's going out of fashion. Camp? He's more than a little Julian Clary.*

Fortunately, when you destroy some of the enemy droids in the game, you can magically 'be' them afterwards. First of all, you can leap into the ant-droid thing and later on you can trade up to the more tankish grenade cannon. Each droid suit you put on acts as another life – when your energy bar reaches zero, the game turfs your guy out of the droid and you're back to being cat-suit man.



Anyone remember Paradroid *on the CBM 64? They ripped this idea off of it.*

AVAILABLE ON: PC, PlayStation

VERSION TESTED

Machine Hunter is a bloody good game, but the PC version is a bit crap. The Playstation version is considerably better – it'll be an PC Gold, that's for sure.

MACHINE HUNTER	
VERSION REVIEWED	PlayStation
NO. OF PLAYERS	One
FROM	Eidos Interactive
PRICE	£40
AVAILABLE	Out Now

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
Lots of nice lighting effects but being top-down, it's never going to look that fantastic. 64	*Explosions are a bit weak and the music is best left unheard. Bit of a let-down.* 54	*Challenging, solid, all 'there.' Unfortunately, it doesn't add anything new to the mix.* 69	*Good. 16 levels of challenging stuff. Passwords give direct access to later levels.* 74	69

JUDGEMENT *Good mindless, blasting fun. Won't expand your gaming horizons much, though.*

AVAILABLE ON

VERSION TESTED

Thunderhawk 2 was released a hell of long time ago but is still unbeaten as a shoot-em-up. Now it's Sega's turn for a crack at the title.



The bosses aren't half as tough as they look. You'll be unlucky if you die fighting them.



In cliched flight and fight game style, you have to battle your way through a frozen level. Boring.

If you thought ID4 had the monopoly on rubbish flight games, think again...

SKY TARGET

Ah, the thrill of trying out your skill in the latest hi-tech US Air Force wonder plane, against the best that the enemy has to offer. That's where Sky Target takes off. And even though these Afterburner-style games aren't renowned for their realism I would still love to know where the programmers of this creation got their inspiration from.

For a start, a plane that can fly through buildings without taking any damage and can hold an infinite number of missiles under its wing? Wow. If they had one of those then I'd join the RAF tomorrow. Minor faults admittedly but even the really old games placed some restrictions on how you flew and how you maintained your ammo. Any game that just lets you fire off guided missiles as often as you like is in for a real short ride.

Unfortunately the complete disregard for the rules and lack of restrictions on the missiles and flight paths aren't the only flaws. The controls and collision detection combine to cause the kind of irritation that would make even Mother Theresa cuss loudly. You can see the missiles coming towards you but by the time the controls actually acknowledge that you would like to get out of the way they have crashed into you. And if by some miracle you do get out of the way, most of the time they will just crash into you anyway.

The graphics are enough to make even a novice gamesplayer cry. The planes may be recognisable when they're up close (look, there's a Stealth Bomber etc) but when the brown, smelly stuff hits the fan and the action warms up everything falls flat on its face. The graphics tend to break up into shapeless polygons that take all the fun out of doing a number on a very expensive enemy aircraft.

After the recent bout of strong releases on the Saturn – and news of good things in the near future – *Sky Target* yearns for the days when some Saturn games were rubbish. At least that way it could have hidden its head in the pack and hoped that nobody noticed it. Unfortunately, the Saturn line up is getting stronger which means that this sticks out like a juicy steak at a convention of vegans. This is a dull shooter that is best left well alone.

Les Ellis

Fly or die



Just like Tom Cruise used in Top Gun. One of the best planes the Yanks have.



Just like the F-14, except the wings don't sweep back. Slightly tougher.



The F-16 is more manoeuvrable apparently, although it's hard to tell.



The best thing about this plane is the colour. 'Nuff said I think.

Going down

Hey, it's not all just flying towards a horizon you know. On one level you get to fly in the longest dive ever towards the ground. The gameplay's the same though, worst luck.



Here's what you'll spend most of the game doing. These not-really-3D levels offer you no real 3D freedom of movement. Shame that.



Wow, how's this for variety. Instead of flying straight along, you get to fly straight down. But you only get to shoot the same types of aircraft.









The levels are also way too short. Before you know it, you've switched from taking on a small fleet of aircraft to wiping out a simple boss.

At certain points you'll get to choose which way you want to go. They all end up in the same place eventually though.

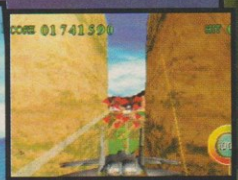


The city level is the toughest. You fly straight through the buildings, sustaining no damage, but the enemy give you a real pasting.



Pity you can't blast the bridges and have them collapse. That would have added some excitement.





The walls don't close but as you get near them you find that the enemy fire a lot of missiles through that gap.





SKY TARGET	
VERSION REVIEWED	Saturn
NO. OF PLAYERS	One
FROM	Sega
PRICE	£29.99
AVAILABLE	Out Now

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
Poor polygon-based affair that falls well short of creating an arcade feel. **61**	There may be a full-scale war going on, but it sure as hell doesn't sound like it. **49**	Pure Afterburner. But flawed to death. As flight and fight goes, this is pretty dull. **60**	Total Snoozeville. Too repetitive and flawed to be worth sticking with. Boring from the start. **50**	**55**

JUDGEMENT *This rates right up there with Independence Day as another lousy shoot-em-up. Dust off that copy of Thunderhawk 2 instead.*



The corridors are supposed to make this seem like hi-tech *Doom*.



Kileak lacks the speed of *Duke Nukem 3D*, *Doom* or *Quake*.



The labs give the programmers a chance to show off transparencies.



Some of the enemy robots are real 2CVs. Weak and no one wants one.

Have Sony's code monkeys learned from their mistakes in Kileak and come up with the goods this time?

EPIDEMIC



The long-awaited, feverishly anticipated sequel to the award-winning original. Epidemic is none of these things. It's the follow-up that no one demanded, being the return of God forsaken, Doom-for-dullards game Kileak The Blood. Having just about managed to erase all memories of the deeply cack prototype, we've hardly been baiting our breath and scuffling with each other under the letter box to get our hands on this instalment.

But in what can only be called a turn up for the books, *Epidemic* has surprised us by being a half decent, if unremarkable, game. Starting with a scene-setting animated sequence, a genuinely intriguing plot gradually unfolds as you stomp your way through brightly lit corridors searching for a cure to a deadly virus. It plays more like an on-going adventure than a normal running and shooting first-person blaster, with cut-scenes building atmosphere and introducing twists in the storyline.

It actually feels like you're lumbering around in a weighty exo-skeleton too. You get a proper target to shoot things with, plenty of status read-outs, including a useful 3D map at the bottom of the screen, and a subtle sense of walking on robo legs. Handily, if you need more speed, pressing X puts you on to wheels and your bulky mecha zips along like a roller blader.

Epidemic's not without its problems though. The two or three level sections that make up the game are sparsely populated with enemy robots. And despite the odd huge boss they're usually the sort of far from frightening looking dustbins on castors that you see trundling about in the background on Star Wars. There's rarely any adversaries that have you slapping the fire button, scared for your very existence.

Luckily the puzzle element, although nothing more original than throwing switches and collecting key cards, somehow manages to be compelling when tied in with the large amount of exploration needed to progress. There's no doubting some excellent touches as well, including alarm-triggering surveillance cameras and screens showing information films dotted about.





So even though *Epidemic* doesn't shock you with anything new or revolutionary, there's some well designed if far from explosive gameplay on offer. If you've had enough of *Doom* and its minions, strapping yourself into *Epidemic*'s shiny robot suit and doing a bit of thinking could be just what you need for a change. It won't set the world on fire but by doing a first-person shooter from inside a robot suit and taking a more puzzle-based approach, it manages to squeeze some enjoyment out of a tired old genre.

Robin Alway



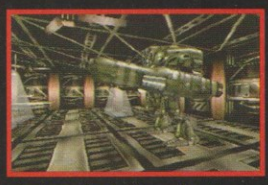




This is definitely missing a nice juicy shotgun to blaze away like a psycho.

Suits you sir

Your soft fleshy body is locked inside a mighty mecha for the duration of Epidemic. *Although the view's always first-person you do get a sense of being robo-assisted as you progress through the game, making this feel different to your traditional* Doom *clone. Here's just some of the benefits to you, the customer, of one nearly new exo-skeleton...*



Here's your fine-looking mecha suit as seen in an animated intro sequence. Strap yourself in and prepare to stomp!



A status screen tells you just what weapons and add-ons you're carrying. The roller dash lets you skate around.



A fine selection of weapons lay around but this Tax gun is one of three shooters and spits out shells at a furious rate.



The three main status screens show, from the left: Ammo, information on enemies and some good old energy bars.

Did you know the humans in *Turok* were changed for robots. FACT!

It's the little things that matter

As touches go there are some quite lovely ones in Epidemic. *Watch out for the films that add background detail to the plot and the CCTV-style cameras that, unless taken out, trigger an alarm.*



Surveillance camera

Shoot this off the ceiling before it sounds a whoo! whoo! alarm.



Film show

This is a public service announcement. Boring.



Robo generators

You can't clear a level completely because the robots regenerate.



Surveillance camera

Transparent screens show which rooms have been unlocked.



EPIDEMIC	
VERSION REVIEWED	PlayStation
NO. OF PLAYERS	One
FROM	Sony
PRICE	£35
AVAILABLE	Out Now

GRAPHICS 70
Plain and functional. But bright lighting makes a change from most murky old Doom clones.

SOUNDS 65
Your robot stomps like a good 'un but there's nothing your ears haven't heard before.

GAMEPLAY 74
Well done adventure elements make this feel different to the horde of Doom's minions.

LIFESPAN 75
Large expanses to explore and some tough puzzles. There's a fair amount of life in this.

OVERALL 74

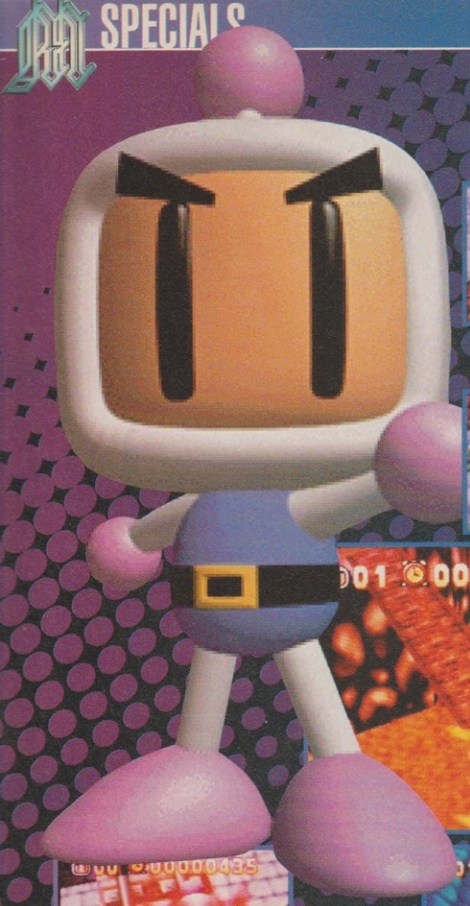
JUDGEMENT *Doesn't revolutionise Doom-style games but goes at the old genre from a different angle. Enjoyable if unspectacular.*

AVAILABLE ON: PC, PlayStation, Saturn, Mac, N64

VERSION

BOMBS

Hudsonsoft, one of Japan's leading development houses, are currently working on two of the most intriguing Nintendo64 titles yet. We sent our man to E3 for a go on them both...





We were particularly impressed by the amount of exploration on offer.







Blowing up pieces of the scenery reveals power-ups.







The top-down isometric viewpoint works well in one-player, although you can't actually see too far.



New attacks include the Pump Bomb – hammer the bomb button to create a bomb with increased firepower. Tasty.



Bomberman 64 already handles superbly – we can't wait for the finished version!





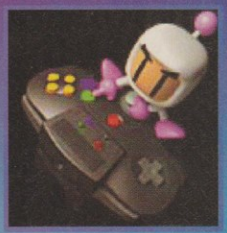


Bomb Jumps and Bomb Towers also make you a formidable bomber.

The C-buttons, as is becoming the norm for N64 titles, shift your view, so negotiating's no problem.

Three-pronged attack!

Hudsonsoft are set to release their own N64 pad in Japan. The 'Joycard' will cost the equivalent of £15 and offer 24 shots per second autofire capability (ideal for Bomberman *?). Rumours also hint that it'll open up a secret level in* Bomberman 64.





BOMBERMAN 64

Freedom's a funny thing. Not enough of it and the seasoned game reviewer is likely to lose their rag, come over all 'ape' and spit bricks. Too much and insecurity starts badgering your brain – which way now? Left? Right? Gah!... Mother!... Choice overload. Which is why all eyes are on Hudsonsoft's N64 upgrade of their multi-player riot of a game, Bomberman.



You see, although *Bomberman 64*'s theme remains identical to its many, many, many predecessors – slap bombs near an opponent then leg it to safety – the whole game's been shifted to a free 3D world. Previously, an explosive-fuelled romp in *Bomberman* has been restricted to an enclosed 2D arena. This allowed you to see the entire playing area and position of the other players, ensuring much fiendishly strategic bomb-dropping. But the shift to stunning 3D worlds and the almost *Super Mario 64*-like freedom of movement around them has certainly sent a few ripples through the gaming community. How in the giddy name of Sarah Cracknell will the classic sneaky *Bomberman* style of attack work?

> **"One of the most awaited N64 games of the year"**

Play obviously isn't going to be quite so restricted, but as you won't be able to see the entire play area on one screen, Hudsonsoft will have to switch to a more action-adventure feel. *Bomberman*'s become a hit because of the break-neck strategy thinking and the way you could gang up on some poor, unsuspecting sap, and we hope that'll continue in its 64-Bit incarnation. Hudson have yet to give us the word on how many players *Bomberman 64* will support, but rumours are already putting a four-player element in there, and considering the N64 games already out there, that wouldn't be the biggest surprise this year.

Visually at least, *Bomberman 64*'s already got us foaming for a go. Louise Nerding-like in its sordid curvaceousness, it's another title showing off some N64 lusciousness. The detail sits on the high side, with some eye-melting explosions and lighting effects. There's also some *Super Mario 64*-inspired water sections, but quite how one of the fat-headed *Bomberman* kids is supposed to swim carrying a ruddy great bomb is madness. There's certainly more to do in this 3D sequel, with new power-ups to pick up and hurl about, and with the curious nature of the multi-player game yet to be fully explored, *Bomberman 64* stands out as one of the most awaited N64 games of the year.

HAWAY, LADS!







The lighting effects really give the arenas a sense of depth. Just look at dem shadows!



Some of the Virtual Gamers are right dirty. Just like the devil Akira from *Virtua Fighter*...

Finish the story mode and the game awards you with a medal, which can be 'betted' in future games. A nice touch.









The fighters are basically the same size, the Virtual Gamer bringing variety.



Zen's rather partial to a spot of Stealth Enhancing. Mmm.







DUAL HEROES

We brought you the first development shots of Hudsonsoft's cracking looking beat-em-up: Dual Heroes, way back in issue 48. It was first shown at last year's Nintendo Shoshinkai Show, and although it was in a rough old shaggy-dog state, the unique features really shone out.

What Hudson are hoping will make *Dual Heroes* become a bench-mark bruise-em-up is their spanking 'Virtual Gamer' feature, where the single gamer gets to play against a fake player controlled by the computer. Each CPU player will have their own character and distinctive way of playing, although what difference to the regular scrapping and fiddling with the difficulty levels this will make is a bit unclear at this stage. But Keta Hamamiya, that 'famous' Japanese movie producer, who's taken over the reigns of producing *Dual Heroes*, assures us that it will be much more than this.

"A bench-mark bruise-em-up"

According to the boy Hamamiya, the Virtual Gamer system will be based on simple Artificial Intelligence routines which are run off at cheetah-like speed by the N64. Simple techniques might be employed, but the actual outcome should provide unrivalled detail: you'll be able to tackle the same enemies but each time with a different fighting style. So, although the choice of eight Heroes – Gai (Burning Hero), Kumo (Dancing Lady), Hoe (Kung Fu Master), Gun (Military Soldier), Retu (Super Ninja), Julie (Bionic Beast), Hana (Cutie Chaser) and Zen (Dirty Fighter) – might seem slim, the fact that some of the 'Virtual Gamers' are a lot stronger than others ensures there's plenty of variety.

In classic beat-em-ups like the *Virtua Fighter* and *Tekken* series, you can quickly get familiar with the attacking strategy of each character – you know for instance, that Jack is going to rush in and try and hoof you skywards in *Tekken 2* – and adapt your fighting style to suit the situation. The pleasure from these games comes from their superbly-designed play mechanics. But in *Dual Heroes*, you have to learn how to counter the fighting style of each Virtual Gamer, as well as each of the characters' regular attacks.



The developers at Hudson are working their plums off to develop a genuine 3D fighting environment. They want to create a wrestle-em-up that doesn't restrict the action to a small 2D area in front of a vast 3D background. With *Dual Heroes* they want to use the entire arena, so that characters can attack from the side and rear.

It's a frighteningly ambitious project, especially as it's Hudson's first beat-em-up. This style of game has been considered before by other designers (Sega's Yu Suzuki, for one), but has generally been abandoned because of the difficulties involved. But can Hudson prove 'em wrong..?

gamesmasterclass

GM defeats Mario Kart 64, Rage Racer, Micro Machines v3 and ISS 64

MARIO

Mario – wouldn't you like to push him under a train? Run his brother off a cliff? Dunk his squeaky-clean snob of a girlfriend in the lake? Then sign up for your place in the Brotherhood of Wario with our most dastardly guide ever for the N(asty)64...

Mushrooms and catch-up

Veterans of *Super Mario Kart* will quickly discover that *MK64* places much greater emphasis on power-ups and cornering techniques than coins or character choices. An active handicap attempts to balance the race and keep players fighting for first place, so rather than being totally random, the power-up you receive depends on your position on the track. Leaders are most likely to win bananas and green shells, while the stragglers can enjoy mushrooms, red shells and – best of all – spiky shells.

You might find it desirable to knacker this assigning of goods, so a small trick that many miss is to hit the Z-trigger just after you've collected a new item. You'll interrupt the flashing cycle like a slot machine, getting whatever was in the window, and this instant win may even give you a speedy edge over close human rivals.

GREEN SHELL

The basic projectile carves a straight line, lasting until it finds a suitable target. This doesn't just mean karts, and it will usefully remove impending banana skins or fake items on a direct hit.

Unfortunately, its low speed and tendency to ricochet can render it equally hazardous to the user. If you just want rid of it then the trick is to place it as a shield, pulling down on the stick before you release Z, to fire it backwards at pursuers. Triple clusters of green and red shells work just as well as rotating shields, but this defence can be penetrated when one or two of the little blighters are lost.

RED SHELL

The homing missile locks onto the next kart ahead or – if there's nobody around and it has room to double back – the vehicle on your flank. This second option is recommended, as you can strike an enemy on the front bumper and bypass any tail guard. Reds won't survive a collision with a wall, so you'll often lose the shell unless you're out in the open. Try to avoid running over somebody you've just shot, as it's deceptively easy to waste a triple cluster in one.

SPIKY SHELL

When loosed, the big blue undertakes a mission to track down the leader of the race and annihilate them, or anybody else in its way. Hang it out as a shield and it can only be removed by another shell – if anybody rams you, they'll crash but you keep your spiky guard.

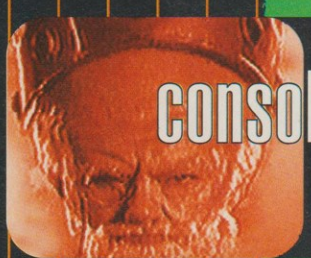
MUSHROOM

Little effect on top speed, so this short-lived enhancement is best saved for tactical short-cuts. You can witness an odd little glitch by turbo-boosting into the back of another kart and hitting R to hop as you impact: when it works, your kart performs an enormously long high jump that's often enough to carry you into forbidden parts of the course. Too finicky for regular use, though.

NUCLEAR MUSHROOM

Use it as many times as you





PLUS don't forget to visit the consoletationzone p80

crashed! KART 64

wish, but once you've started then a time limit decides when it will vanish. Besides the obvious speed advantage, it's also a superb off-roading tool that allows you to cut truly desperate corners across grass, dirt and small hills.

BANANA

To compound the damage from this slipskin, drop it beside lava, water or a sheer drop. Whoever spins out is also likely to need Lakitu's assistance back onto the track. If you prefer to play safe, then trapping narrow tunnels and bridges should ensure that it won't bother you on the next lap. Or you can duplicate the Fake Item trick and deal it out as you collect a new item: another power-up will 'regenerate' on top of it, often obscuring it from view in an area that your enemies will deliberately aim for.

To throw a banana just hold the Z-button, push forward and release. Carried as a shield, the bunch o' five can be dropped or thrown individually but vanishes at once if somebody spins out on it.

LIGHTNING

Attacks every kart on the track – except those who are invisible or starred up – and makes them tiny, feeble things with reduced engine performance. The spin-out can scupper anybody about to make a jump, and those who get squashed in this state take a long, long time to recover.

SUPER STAR

Grants invulnerability against attacks and the invincibility to run straight through enemies and obstacles – even trees and piranha plants will go flying – besides boosting your performance in all respects. But it's best for 'off-roading,' as you can race across country without a care for the track.

BIG BOO

Rendered intangible, you get the chance to drive a true racer's line through all those deathtraps and steal somebody else's power-up into the bargain. Although your kart becomes invisible, you'll reveal your position by carrying any kind of shield – which you don't need when ghosted, but CPU racers are gormless and give themselves away.

FAKE ITEM

Doubles as a shield, and the obvious trap is to drop it just as you collect a real power-up for camouflage among its own (nobody trusts a lone power-up). If you don't immediately hear the cries of the deceived behind you, REMEMBER WHERE YOU LEFT IT.

A-ger... a-ger... a-ger... GO!

Just like *Wave Race 64*, you can get an extra boost of speed on the starting grid by watching the signals. The trick is to press and hold the accelerator somewhere between the second red light fading and the blue light switching on, and by timing it just right your kart will be granted the fiery phoenix wings of a mushroom turbo.

The evil flipside of this technique is that you can over-anticipate, causing your kart to spin on the spot. This occurs when you hold the accelerator too soon, or press it before Lakitu has properly returned your kart to the course after a heavy accident, and wastes valuable seconds of churning dust. The start technique is very easy to learn.

Your cheating kart

No, you're not paranoid – those computer opponents really are out to get you, and they'll cheat like crazy to do it if they must. In Grand Prix mode the game operates on a policy of 'boosting' the abilities of trailing CPU players when you're ahead, so that you must battle all the way and can rarely win by a clear margin. Yes, it's surprisingly cheap for a Nintendo title, but just accept it and get on with discovering ways to cheat back.

- Mushrooms are rubbish. The only place to use a turbo in Grand Prix is when taking shortcuts or recovering from a crash. Use them on straights and the other karts will only increase speed to match you anyway.
- Guard items won't last. Hang a shell, banana or fake item on the back of your kart and it's like a red rag to a bull. At the first opportunity a CPU racer will suicidally smack into it, so deploy it for more devious purposes if possible. In any case, the CPU doesn't use shells.
- Honest racing never pays. Computer karts can't use short-cuts or go off-roading with a turbo, so these tactics are your best bet for a genuine lead over the rest of the pack.

The karts

MARIO & LUIGI

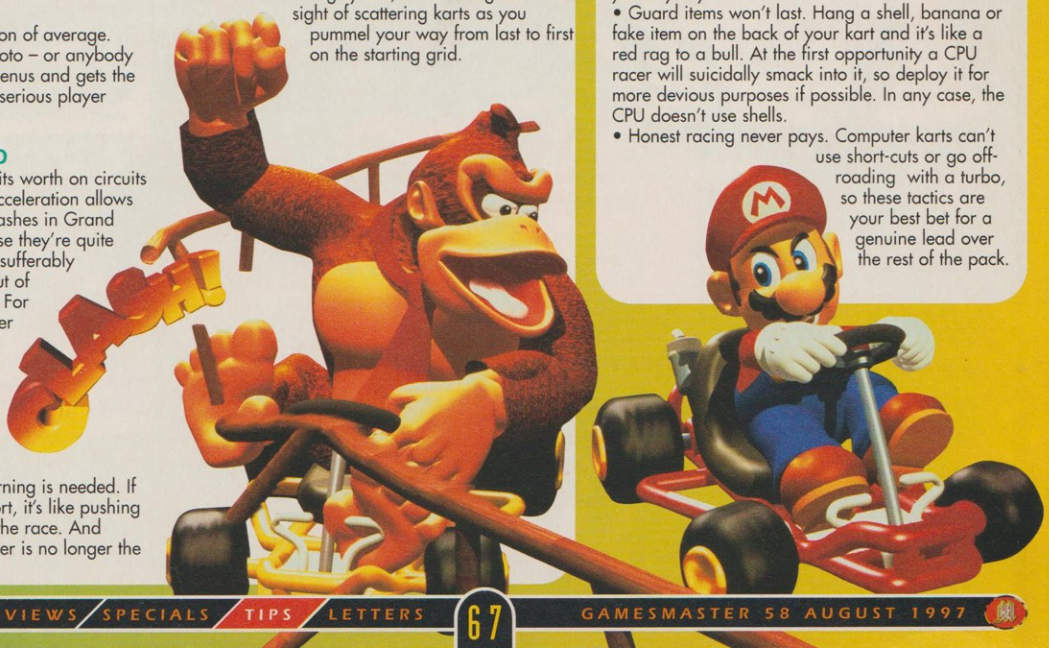
These boys really are the definition of average. Supposedly the choice of Miyamoto – or anybody else who clicks hastily through menus and gets the default – but we've yet to find a serious player advocating them.

YOSHI, PEACH AND TOAD

Some top class handling proves its worth on circuits such as Yoshi Valley, while the acceleration allows speedy recovery after regular crashes in Grand Prix and Battle Mode. But because they're quite light and fluffy, not to mention insufferably cute, they get the tish knocked out of them in scrapes with other karts. For Time Attack, favour a good power slider like Toad.

BOWSER, WARIO AND DONKEY KONG

You're messing with the big boys now. Faster, tougher, meatier, and – watch that bend! Akk! – useless when any tight turning is needed. If a turbo across the grass falls short, it's like pushing a wheelbarrow to get back into the race. And because of the new tactics, Bowser is no longer the recordmeister you know from *SMK*. But Wario's thoroughly evil, and nothing beats the sight of scattering karts as you pummel your way from last to first on the starting grid.



Watch your ass

By pressing and holding Z, you can hang some power-ups – shells, bananas, fake items – on the back of your kart as a shield against missiles or bullying overtakers. As your box will then be empty, you can pick up another item and keep deadly combinations at the ready.

The tooled-up strategy

Never give up, even when you're in 8th place. Because of the active handicap, most races are only truly fought and settled on the last lap. And if you deliberately hang back a little during the opening laps, you'll get better gear for that dramatic comeback while the leader struggles to hold first, armed with nothing more than a banana. If possible, keep churning through the collectibles and using or discarding them until you get a perfect power-up collection – three orbiting Red Shells with a Super Star waiting in the box is about as fine as it gets – then hold onto them until the last half-lap.

Never mind the hydraulics

Corner hopping is a practice that should be familiar to older *SMK* players. Tapping the R button will help your kart to turn faster. There's none of the speed loss you get with sliding out in drift cornering.

Phew!

If you hit a banana skin, and assuming you weren't in a tight turn or using a turbo boost, you've got a very brief moment in which to hit the brakes with a press of B. Performed fast enough, your character blows a little speech-bubbled whistle and you can begin to accelerate again, the catastrophe narrowly averted.

A more impressive method of avoiding a banana skin is to hit R and hop clear. However, the timing is so impossibly difficult that you'll only really see this happen as a fluke.

Tell me about it

You can shove the kart in reverse by pulling down on the analogue stick and holding B. Should you get stuck in a serious dead end, brake to a halt (you don't need to be absolutely stationary for this) and press A + B, then push left or right to perform spot one-eighties and three-sixties, turning about to face the right way. Or maybe you'll just like the idea of skidding around in a kart and bumping into stuff with the back wheels. Guv, guv, guv!

Time attack

If your times are impressive enough, you'll get the opportunity to race against the patron ghost on special courses. Here are the targets to beat:

Luigi Raceway – 01'52"00
Mario Raceway – 01'30"00
Royal Raceway – 02'40"00

The course of champions – and the one by which every player should compare their personal best – is the Mario Raceway. If you press the R button on the title screen, your Time Attack record will be proudly displayed.

Why, I know it backwards

If you manage to eventually win Gold at 150cc level on all four Grand Prix Cups (and it'll take some doing), reset after the credits to find a completely new title screen and an 'Extra' option to race mirror versions of the tracks, a la *Ridge Racer*. They aren't backwards, as you'll see from the advertisement hoardings, but flipped so that right turns are now left turns and vice versa.

Drift cornering

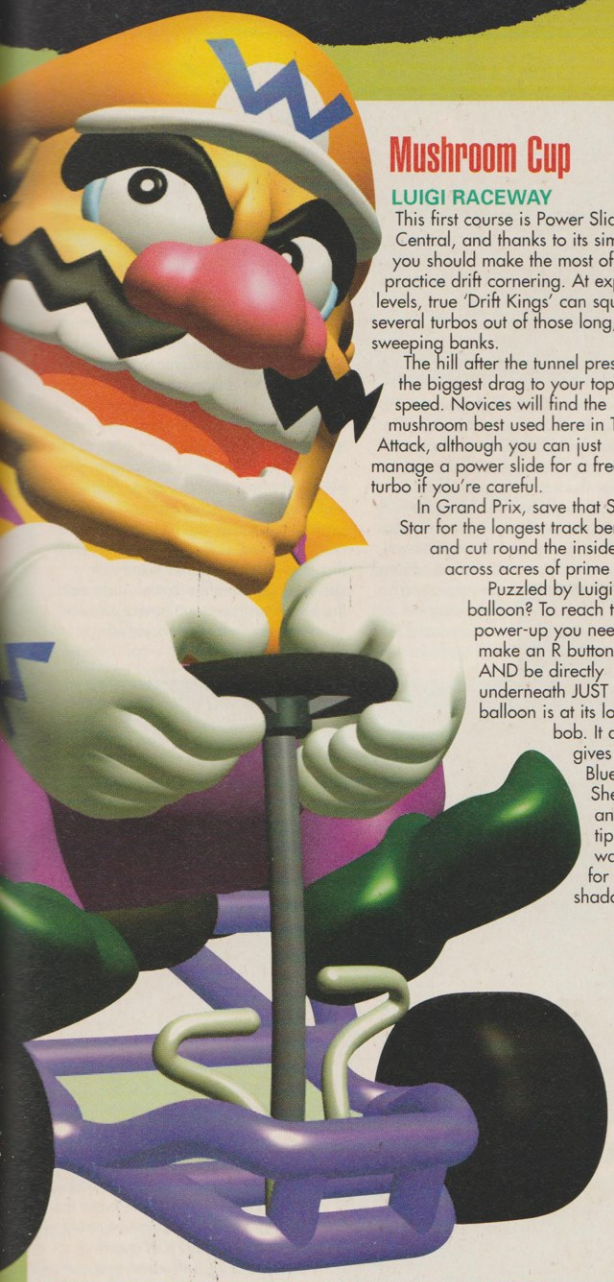
To master *MK64* is to master the technique of champions – drift cornering. As you pull your kart into a turn, press the R button to hop but keep it held. Your wheels will start to trail white smoke as the vehicle drifts out in a power slide.

Push the stick to the opposite side and then back – you should see the smoke change from a white 'V' to a yellow 'E.' Once again, push it to the opposite side and back, whereupon the 'E' should turn red.

A common mistake is to waggle the stick, when the trick actually calls for paced, deliberate movements from full side to side. The red 'E' will remain until you release the R button or bump into something, when the kart receives a small turbo boost. It may not seem much, but if you start adding up the number of power slides possible on every lap then you'll appreciate the huge difference it can make to your Time Attack records.

While you're performing this stunt, of course, your kart is travelling in odd directions and being wiggled left and right. This makes drift cornering exceptionally difficult to master, and only those prepared to put in the practice will be able to use it properly. Your speed also drops by some 15-20 km/hr while skidding, so failure to use the turbo wisely can do more harm to your lap times and race position than good. Like we said, a technique for the experts.





Mushroom Cup

LUIGI RACEWAY

This first course is Power Slide Central, and thanks to its simplicity you should make the most of it to practice drift cornering. At expert levels, true 'Drift Kings' can squeeze several turbos out of those long, sweeping banks.

The hill after the tunnel presents the biggest drag to your top speed. Novices will find the mushroom best used here in Time Attack, although you can just manage a power slide for a free turbo if you're careful.

In Grand Prix, save that Super Star for the longest track bend and cut round the inside across acres of prime turf.

Puzzled by Luigi's balloon? To reach the power-up you need to make an R button hop AND be directly underneath JUST as the balloon is at its lowest bob. It always gives you a Blue Shell, and our tip is to watch for its shadow.





MOO MOO FARM

You're very likely as disappointed as we were to discover that there are no tricks or short-cuts involving the flyover. You can't even get over to the cows' side of things. Doh. This is a remarkably basic circuit, neither justified nor ancient, and seems purely to acclimatise older players with *MK64*'s 3D bumpiness.

With a Super Star or Ghost, you are at least afforded the opportunity to smack straight through those meddlesome gophers on a true racing line. Otherwise, avoid them like the plague. Too unpredictable, and shells are no defence. Drop bananas between the flyover supports or (heh, heh!) just before the gophers.

KOOPA BEACH

Ignore the red arrows – you want to go outside the turtle rock – but you do have two choices upon reaching the great arch.

Short-cut one is a conspicuous ramp that propels you into a high tunnel. You'll emerge from the waterfall on the other side, cutting out a substantial stretch of beach. You don't need a mushroom or star to make the jump, just as long as you hit R at the top of the ramp.

Short-cut two is to cut around the outside of the arch, where the tide reveals a sandy causeway that's worth taking, if you can avoid the troublesome crabs.

The tallest, thinnest ramp isn't a short-cut but a jump to a power-up on the crest of a tall, rocky mound. As a reward, this is always a blue shell. You need a mushroom or star to clear it and land safely. On the approach to the finish, you can save seconds by cutting across the shallows when the tide withdraws.

KALIMARI DESERT

KoopaTrak regrets to announce that there are no short-cuts to be had by driving through any of the tunnels on this circuit. Drivers are advised to stick to the dirt path.

With two or more human opponents, you just can't help playing chicken when you see a train approaching. There are actually two identical trains circling this course, so don't draw any conclusions from a sneak peak at another player's part of the screen.

Skidding to a halt beside the tracks may look incredibly cool, but if you can see that you're destined for a collision then brake way back from the intersection. CPU opponents (and some humans) stop on the brink, and so they can't move again until the train has completely disappeared. By stopping early, you can resume acceleration as the last carriages roll past and overtake the saps on the crossing. Or, more wickedly, roll up and bumper them into the train.







Flower Cup



TOAD'S TURNPIKE

Green shells are a serious disability here, bouncing around and keeping pace before turning on you. Dispose of them to the rear. As soon as you collect a Star or Boo ghost, to hell with the traffic: just cut a straight racing line through the vehicles and listen to those CPU tailgaters piling up in your wake.

The dastard's psychological trick in multi-player is to slide your kart through all the power-ups in the layby. With luck you'll deny the player in hot pursuit who was following your lead too closely.

There's always room to squeeze your kart between the crash barrier and any vehicle on the inside lane, but your sureness of stick control will be tested to the limit. Otherwise, there's little to do here. The Turnpike is at its scariest played in mirror mode, when negotiating those heavy vehicles head-on becomes a trial of nerves and failure carries multi-collision penalties.



FRAPPE SNOWLAND

There's always a straight line to find through the field of snowmen. Honest.

Even novices should manage a few power-slides here, and opportunities abound for cutting across the ice verges with mini-turbos or mushrooms.

Lob a green shell behind you as you exit the sheer-walled gorge, and the ricochet trap should prompt a few screams. The wooden bridge just before the finish is a choice location for bananas.

CHOCO MOUNTAIN

With a mushroom burst at the top of a hump, you can clear the next two by merely skimming across the summits. But it's ludicrously easy to leap from a hump or into a turn, cut some air, then touch the sloping sides and come crashing to a halt.

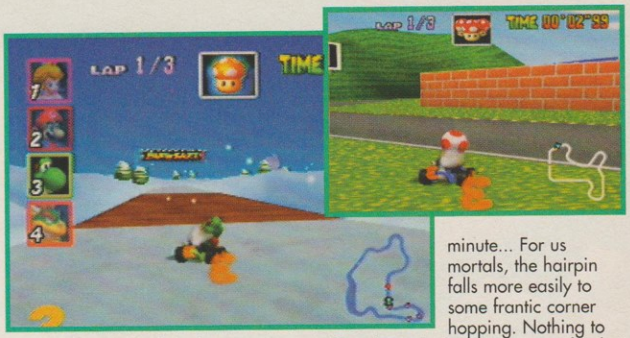
If you save a Boo or Star then you can slip straight through the tumbling boulders and concentrate on holding to the precipice, as the rail disappears in 100-150cc. A banana dropped anywhere in this loop is more dangerous.



MARIO RACEWAY

The place for Time Attack. Right from the whistle, get a turbo start on the lights and make a power-slide across the grass to shoot into the third bend. It's going to be like this all the way.

The infamous short-cut involves leaping right over the giant mushroom hairpin, by jumping from where the track tilts up slightly on the fourth bend. But to get enough speed up, you need to get a drift corner turbo on the approach and roll up the hill, then turn and shoot back down again towards the launch point, releasing the R button turbo and immediately ADDING a mushroom boost to this, then pressing R again to leap over the wall. It's incredibly tough, although the top Japanese players have mastered it to a degree where they can even turn right in mid-air and land near the pipe. The current world record is well under a minute... For us mortals, the hairpin falls more easily to some frantic corner hopping. Nothing to be ashamed of. A choice spot for that Time Attack mushroom is on the long turn to the green pipe.



Drift corner out of the previous bend, aim just past the edge of the wall and hit the Z-trigger to go screaming across the huge dust patch, drifting smoothly into line for the pipe. Finally, there's plenty of space to get another power slide on the final bend without leaving the Tarmac. Say hello to Mario, why don't you?



Special Cup

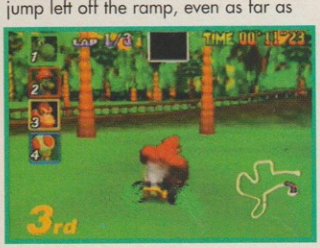
DK'S JUNGLE PARKWAY

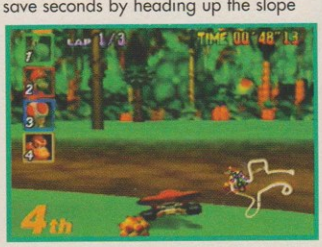
The flying prickly fruits that keep you on course aren't automatically bad news, as their effect on your direction can help, but if you happen to be shrunk by a Lightning bolt when they strike... Ouch.

When you see the struts of the big jump to your right, turn right and nip through the trees to hop on nearer to the speed-up ramp. You can turn to jump left off the ramp, even as far as the line of power-ups, but don't overdo it. Judicious use of the R button or a mushroom on landing will straighten you out.

The rickety bridge beside the falls is so narrow that it cries out to have fake items and bananas dumped on it. If you find yourself approaching such a danger, remember that a shell will clear a path.

The major short-cut is inside the cave. With a mushroom boost you can pretty much climb straight to the higher path, but even without one you can save seconds by heading up the slope in the middle. When your momentum starts to fade, hammer the R button and climb the last few feet with bunny hops.



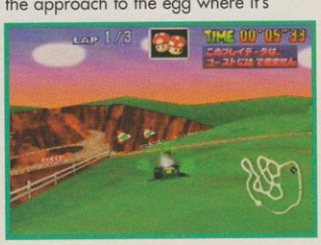


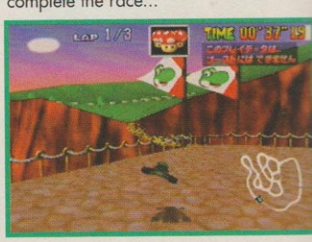
YOSHI VALLEY

The grassy meadow can be cut across at both the beginning and the end of the lap, but don't be too ambitious.

Once under the first banner to the mountain paths, there are two routes that players disagree on. One is left, right, left; the other is right, left, right. Depends how many spinies you want to encounter. There's a hairpin stretch on the approach to the egg where it's possible, though never easy, to jump left and drop down to cut out the bend altogether. But you need to twist sharply in the air if you're to avoid overshooting and missing it completely.

The giant egg is an incredible nuisance, so look early for the twin flags that mark the narrow bridge entrance and aim straight for it at full speed. You won't know what place you're in (in GP mode) until you finish, but if you find yourself collecting those tasty blue shells then don't expect too much in the way of points when you complete the race...





Star Cup

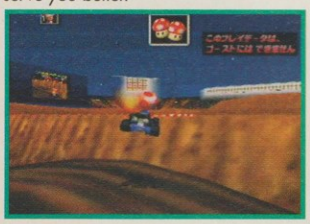
WARIO STADIUM

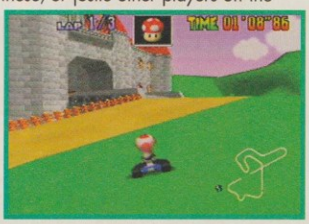
A remarkably long course, packed with drift corner potential and rumpy bumpy bits. Don't be caught out by some extremely wide corners.

One well-known short-cut is actually a little bit glitchy. Get a speed start on the grid and turn sharp left so that you ride along the crest of the first hump. Hit R to jump over the wall and, if you're lucky, you'll clear it (an extra mushroom can help, or you could try any of the other humps on the first straight). Fails more than it works, admittedly.

Place bananas on the jump where the track crosses itself and the spin-out can send rivals crashing back to a much earlier part of the course. It's also possible to conceal bananas in the dip after some of those bumps.

The worst corner is the curving hairpin before the line. Even the best power sliders can come a cropper here, so this is an occasion when deceleration and R button hops can serve you better.









SHERBERT LAND

The extra item hidden behind the blue rock isn't automatically a special thing, but simply by taking the alternative course and losing position momentarily many players are fooled into thinking that a star or triple shell is more likely here.

You can clip the sharp, narrow corners around the lake with a daring hop. If struck by Lightning, collisions with penguins cause rather more delays than a simple spin-out. The route through the cavern is quite simple if you take time to learn where all the penguins are, but this is definitely the place for novices to use a Ghost or Super Star. Especially as the narrow exit tunnel is inevitably banana hell.

ROYAL RACEWAY

After Luigi's, this is the next great place to practice power slides and corner hopping. Its small hairpins and grass verges are specifically designed to be mowed by kartwheels.

Banked tracks. Harumm. Surprisingly easy to slip sideways on these, or jostle other players off the track, so sabotage the power-up stash with fakes and 'nanas. The other place for slippy skins is on the huge speed-up ramps.

The yellow road is not a short-cut, just a cosmetic touch, but it's spooky to visit the castle when you know *Super Mario 64* well enough.

With a Star or Nuclear Mushroom, there's a major short-cut between the ramp jump and the final straight. After landing, take the bend but boost on the next to cut straight over the hill and then between the trees, aiming for the far line of power-ups (GP) or the the corner. Ideally the power will run out just as you slip back onto the track, although smaller short-cuts can be made here depending on what you've got to boost with.



BOWSER'S CASTLE

Save that Ghost or Star for the tougher Thwomp sections. Starred up, you can smash them to pieces. Cut an easy left on the first Thwomp run and avoid them while the CPU players brainlessly charge in. We haven't ever been troubled by the fire-breathing statues.

The mysterious Green Thwomp isn't a guardian of any trick or short cut, and doesn't hold any secrets, but he does laugh every time you crash into the bars of his cage. Nutter.

Places to leave bananas: on the outside of the spiral climb; at the end of it, just before the lava leap; and on the rickety bridge. It's also bloody annoying to drop them as you come out of a 90° corridor corner, where they're effectively invisible until it's just a bit too late.



BANSHEE BOARDWALK

Obey the red arrow on entering the Ghost House and go right, but be ready for a sharp left. There's a big hole in the floor here, but if you make a hop just to the left of the large wooden column you can clip straight over the corner and avoid a few bats in the process. Bats are merely troublesome, slowing you down, unless you've been shrunk by lightning. Boss Bass and the Boos won't harm you either, just put you off.

As if those missing rails weren't splash-tastic enough, this course often ends up covered in bananas. Green Shells are very handy in such circumstances, while the Reds have difficulty getting around.







RAINBOW ROAD

Jump sharp left as you speed down the first hill and, with turbos plus a bit of luck, you can just about scrape onto a lower section of the track (and we mean just). Takes much practice before you manage it even once.

A banana dropped on a yellow band is effectively invisible. Ghosts and Stars are to be saved for the Giant Chomp, as ever, but there's little space for any of the other tactics you've learnt before. The real danger of the Rainbow Road is to play it late at night after a pub session, when the mesmeric colour cycles and flashing neon will raise you to a trance-like state of detached consciousness. It's just too long and featureless, and you'll find yourself waking up just as you manage to cross the line. Hypnotic.

RAGE RACER

Valet Parked!

Namco's latest racing masterpiece offers all the racing thrills you need, and GM offers all the help you need to get around it...

cheat
Toggle Rear View Mirror

To turn off the rear view mirror, pause the game and press L1 while holding △. To restore the mirror, just do it again.

Mythical Coast





Turn 2



Turn 4



Turn 5


Turn 1



Turn 3

Turn 1
This first left should be taken at full pelt. Stay on the right and turn early so that you skim the inside corner. Don't bottle out and you'll be able to pull it round, although Lizard and Gnade fans might need to be more careful. Be aware that on the higher classes you'll have to get your approach just right (stick to the right of the track, and face the centre) or you'll fly into the wall.

Turn 2
You'll need to slow down for this one. Powersliding can work but the track's a little narrow at the end of the corner so all your good work could be quickly undone. Instead slam the brakes on (while holding the throttle) about three car lengths from the turn and throw your car around the bend, before accelerating hard out of the corner and onto the next section.

Turn 3
This turn is deceptive – it's a lot more gentle than it looks, so a relatively late turn is necessary. You also want to drift to the left after the corner, to be in the best possible position for the pig of a hair-pin that follows the bugger.

Turn 4
This corner rewards drifting big time. The problem is that if you cock it up you'll find yourself bouncing your way around the wall for what seems like an eternity.

Turn 5
This chevroned final right is relatively easy but very important. Get to the left of the track and start turning as soon as the inside of the corner approaches the right of the screen. Get this one right and you're set up to shoot past rivals on the long straight.

Reverse
It's that hairpin again, but thanks to the dip in the tunnel it's hidden. Start sliding just as you exit the tunnel, before you've even seen the turn. The hard left at the end of the coast road is awkward because, since you're doing it backwards it now narrows the end of the turn. Don't slide as you'll need power to get up the hill. Just slow right down at the last minute and accelerate through the second half of the corner.

Car Wars





Age Abbelle: A Renault 5 clone, and a very good choice sir.



Lizard Instinct: A Firebird, basically, and far from ideal for learners.



Age Pegasse: Hard to handle, better not to try. And you look a twonk.



Lizard Bayonet: A Corvette, by any other name. Fast but clunky.



Lizard HiJack: A lowrider pick-up ideal for power-sliding rednecks.



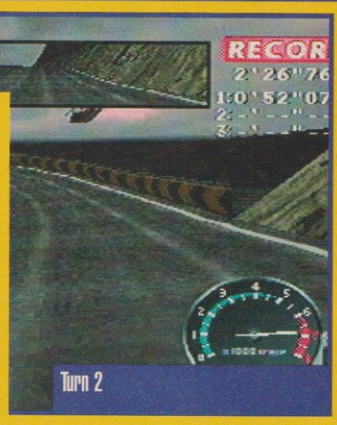
Assoluto Issante: A Bugatti clone. Useful for Extreme Oval alone.



Assoluto Ghepardo: A Le Mans Porsche, and similarly fast.

Overpass City





Turn 1

The tunnel turns to the right, and the start of this turn should present no problems. Be ready for a slightly sharper turn at the end though. To make things doubly treacherous there's a small dip that will see the faster cars flying helplessly into the tunnel wall. It's far better to use your brakes here than lose all of your momentum just before the long hard climb ahead of you.

Turn 2

After the small jump exiting the second tunnel there's a chance for some powerslide showboating. Start sliding into the left just as the chevrons approach the side of the screen, then keep steering right until the car comes back around again to take the immediate right.



Turn 3

At the bottom of the dip below the overpass is one of the easiest powerslides. Start sliding just as the chevrons are about to hit the right of the screen.

Reverse

After the tunnels you'll quickly bowl into this hard right. Once again, it's slightly hidden. Start sliding right as soon as you see the chevrons.

The treacherous double turn is more daunting this way round. Turn hard into the first left and start sliding when you see a billboard. Remember to continue your slide and reverse for the right.

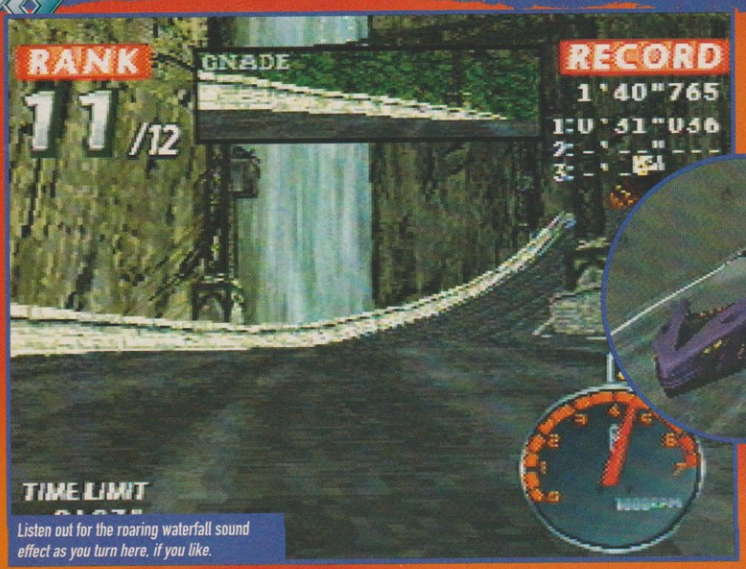
Enhanced Colours

For additional colours in the paint mode, move the cursor out of the painting area and hold L1 + L2 + R1 + R2 + Select. An RGB option will appear. To change the values, use Left or Right and R1 + ↑ or ↓.

Just one more tip: Use your rear view mirror as God intended – for snidey blocking.



Climbing hills really takes it out of your car. Here you're barely doing a ton. Tsk.



Listen out for the roaring waterfall sound effect as you turn here, if you like.





The stands and crowds get steadily bigger as the game progresses.

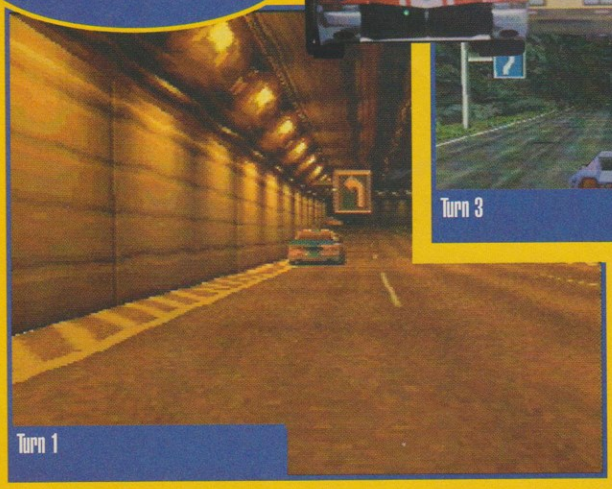


cheat

Mirror Mode

To race on a mirrored version of any track, select a race and hold L1 + R1 + Select + Start until the race begins.

Lakeside Gate



Turn 1



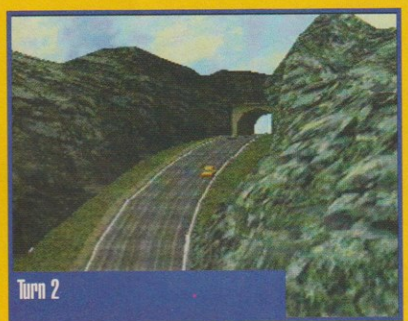
Turn 3



Turn 4



Turn 5



Turn 2

Turn 1

Now the tunnel goes left, and fairly sharply. Make your turn early, hold your nerve and you should just be able to make it without having to resort to that most unpopular of racing game moves – braking. Just make sure that your car is nice and centrally positioned for the jump at the end, especially in later classes where your car will be faster and the result of not being lined up will be nothing short of disastorous for your chances.

Turn 2

There's a long dip in the road followed by a sweeping left-then-right S-curve. The secret to success here is to take the uphill right nice and early.

Turn 3

Following a very long easy left there's a small chicane that can cause total havoc if you're not completely ready for it. Start on the left, and drift to the centre as you approach before jinking early.

Turn 4

The long left to the bridge is a real test of your skill and nerve. Turn exactly with the bend and you should be able to pull the car round without having to slide the back round or brake. This may take some practice though as you have to follow the line exactly.

Turn 5

Following two easy uphill lefts in the woods there's a nasty hidden hairpin. Naturally, it's a bit of a slide opportunity, though we still prefer to brake.

Reverse

There just happens to be a slight hidden left-hand bend that you have to negotiate to get into the tunnel right after the start line, so make sure you're ready for it. In the higher classes you need to attack the brow of the hill from right to left to avoid flying into the barrier on the side of the road.

It's that unpleasant hidden hairpin at the end of the tunnel moment again. Once more, slide as soon as you see those chevrons.

As before, take this turn at full pelt. Turn hard as soon as you hit the end of the bridge and you will find yourself flying around without losing speed or using the ultimate braking option (in other words flying straight into a wall or barrier).

Extreme Oval







Turn 1

The first bank will be your first exposure to the nerve-shredding tippy-tapping that you'll need on the Extreme Oval. Listen for the rumble strip on the inside of the turn and let go (briefly) when you hear it.

Turn 2

The turn in the tunnel wouldn't normally present a problem, it's just that on the Oval you'll be going about a squillion miles an hour. Hug the wall and turn early, kissing the rumble strip. Terrifying stuff.

Turn 3

The turn onto the straight follows another long bank. Get to the left and turn hard at the last moment. Use the following straight to get your breath back.

Reverse

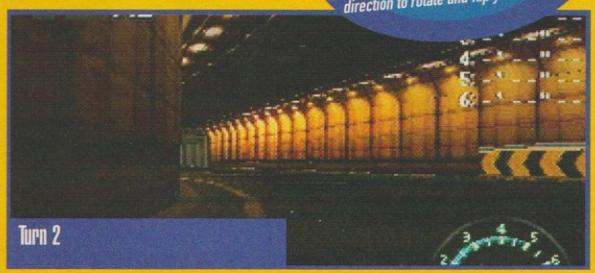
The first right is tricky because the chevrons are deceptively set back from the corner. Watch the road and turn early.

The tunnel turn is much easier in this direction. Good.

cheat

Rotate Logo

To get a better idea of how your logo will appear on a car, hold L1 + R1 + any direction to rotate and flip your artwork.





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Micro Mach

Its vehicles are so small you could fit all 32 of them in a shoe box but when it comes to gameplay, Micro Machines v3 is big and perfectly formed. Here's what we learnt when we should have been working...

Cheats

Enter these on the name entry/character selection screen. You'll hear a beep if it's been recognised – but bear in mind such dishonest tactics invalidate you for entry to the glittering hall of fame.

CATLIVES – Gives nine lives in one-player mode
GIMMEALL – Lets you access all tracks available in the multi-player game.
TANKS4ME – This lets you race tanks on all the tracks apart from the water-based ones
WINTERY – Slippier handling

During the game pause the action and you can enter the following codes.
Any Object – ▼, ▼, ▲, ▲, ▶, ▶, ◀, ◀

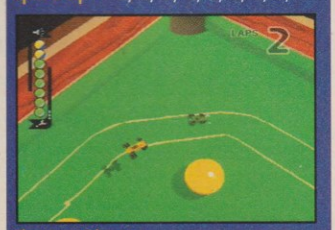




Rear View – ◀, ▶, ●, ●, ◀, ▶, ●, ●



Big Bounces – ●, ▶, ▶, ▼, ▲, ▼, ◀, ▼, ▼
Speed Up – ●, ⊗, ●, ●, ▲, ⊗, ⊗, ⊗, ⊗



Floating Objects – ●, ▲, ●, ●, ▲, ●, ●, ▲, ⊗

Slow CPU Cars – ●, ▲, ●, ⊗, ●, ▲, ●, ⊗
Debug Mode – ●, ▲, ▼, ▼, ●, ●, ●, ▲, ⊗

Enter the debug mode and the following options are available by using the second player's controller:
Select + ⊗ – Quit race and win (Not available in the time trial)
Select + ▲/▼/◀/▶ – Change camera angles





Select + L2/R2 – Zoom camera in/out
Select + ● – Turn players car into CPU controlled vehicles
⊗ + ▲ + ● + ● – Blow up all the cars

And finally, coming in at the nice – but useless – end of things, try jumping over the finish line to leave behind a small smoke trail. Jump again just before you start bouncing around in your first place celebration to see more smoke coming from your teensy exhaust.

General hints

1. Use the scenery to your advantage. Don't bother slowing down for corners when there are handy objects to bounce off.

2. Learn the tracks. Use the time trial mode to memorise those dangerous fall-off-the-table corners and go easy on the gas when racing.

3. On the lab courses drive through the green liquid. Not only does it turn you into an opponent destroying fireball, but you'll find your handling improves.

4. 4. Line yourself up properly for the perilous baguette and ruler bridges. There's little room to adjust your racing line when the slightest touch on the steering can send you plummeting. It's worth noting that often two wheels on a bridge is enough to get you over.

5. 5. This almost goes without saying but dirty tactics are essential to the multi-player game. Barge your mates off the track at every opportunity and memorise the location of those lovely power-ups. The force field is a particularly formidable weapon on any courses where opponents can be made to plummet to the floor. Ha!

6. 6. The brake button should be your best friend on some of the tougher courses. It's tempting to fly round the corners at top speed but when the tracks have no sides a quick dab on the brakes is going to get you round much quicker. So moderate your speed. It's hard, we know, but well worth the effort.

Hall of fame

Fancy yourself at *MMv3* a bit, do we? Well put your lap times to the test mouthy! Codemasters are running a *Micro Machines v3* Hall of Fame on their web site. You can submit your fastest times on any course using the validation code you're given in the game. Come top of the table (and remember there are people all over the world competing) and you could win yourself a copy of *Jonah Lomu Rugby*. Whey hey! Scribble down your fastest times and make for:

www.codemasters.com.

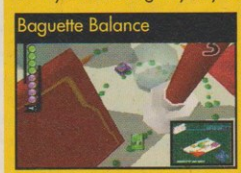




Short-cuts

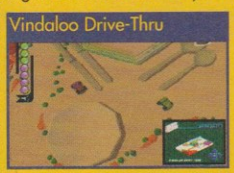
While there aren't any *Mario Kart*-style short-cuts in the game, you can often nip between menus, wine bottles and reeds (on the pond courses) to avoid taking the long way round. The game takes a hard line on such tactics though, sending you back to where you left the track if it feels you're bending the rules too much. Experimentation is the key so if you're losing anyway it might be time to chance your arm. Here are some we swear by:

Baguette Balance



There's something of a short-cut between the candlestick and the menu on the table.

Vindaloo Drive-Thru



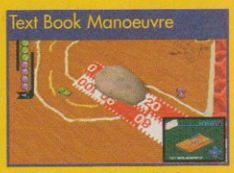
That gap between the plate and the knife by the third corner of the table? Well you can go through it.

Truckers Luck



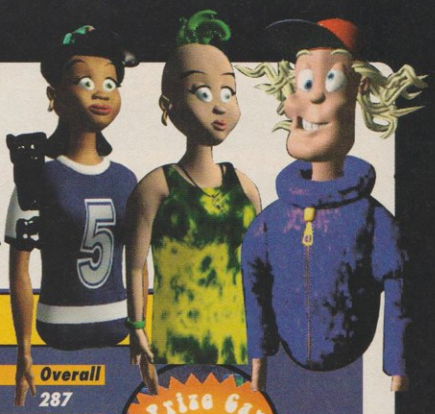
Nip through that small gap between the blackboard rubber and name card. It is possible.

Text Book Manoeuvre



There's a short-cut before the first bridge. Drive between the stone and the books to cut the corner.

ines V3 stamped on



Points make prizes

Come first in a race or set a new time trial record and rather than a poxy cup, *MMv3* gives you a prize car to save to memory card. You can take them for a test drive or race against a friend in Keepsies mode. Here are 18 of the 32 on offer complete with stats detailing their performance on level one.

Anyone for Top Trumps?

Vehicles	Speed	Acceleration	Grip	Handling	Overall
Hot Rod	86	86	45	70	287
Beamer	70	70	55	46	241
Jam Jar	67	70	35	46	218
Locust	55	70	27	52	204
Tank	45	44	55	35	179
Micro	50	58	30	40	178
Rig	57	40	30	38	168
Willys	45	48	30	44	167
Barbarian	49	40	34	34	157
GT Racer	45	46	20	36	147
Speed Boat	43	36	25	42	146
APC	35	30	50	27	142
Duck	40	30	38	24	132
Peace Wagon	39	34	23	26	122
Super Snail	36	32	17	32	117
Hovercraft	40	32	10	32	114
Conemasters	32	40	17	24	113
Dumper	30	30	25	20	105



Hang on a mo, this one looks like the van they used in Scooby Doo.



The Mystery Machine. The mystery was why they never had to put petrol in it.





Be the envy of your mates with these vehicles. Don't lend 'em your memory card.



Sneaky tactics

If you're not up for out and out cheating there are plenty of sneaky things you can do to get the upper hand in multi-player mode. Read and learn.



Shell Shooting

Jump just as you're firing a shell in your tank and it'll go double the distance. Ideal for taking out rivals with a healthy lead

Over Your Shoulder

Press down on the joypad to throw dynamite behind you. Damned nasty if you ask us.

Turbo Start



Press down on the accelerator just slightly before the second beep to get a nifty little turbo start. A message flashes on-screen if you've been successful.

Thanks A Lot



When your racing in the tanks, give your opponent a second or so head start. He'll now be in the perfect position for a well aimed shell from your good self.

Beware Of The Dog



Cut across the corner before the skateboard jump by going through the gap by the grass and plant.

Splash 'N' Dash



Save precious time on the zig zag bend by taking a sharp left by the second pink flower.



If only there was a cheat that would make a giant hand appear and flick the end of that ruler.

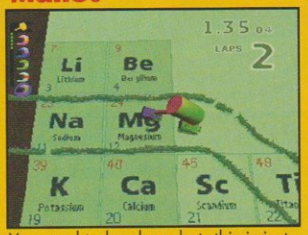
Power-ups

Force Field



Give your opponents a nudge off the side with this beauty.

Mallet



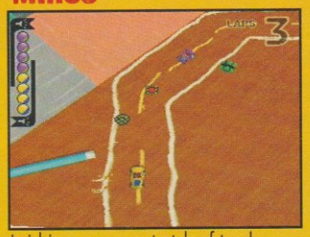
You need to be close, but this is just about the most satisfying weapon.

Missile



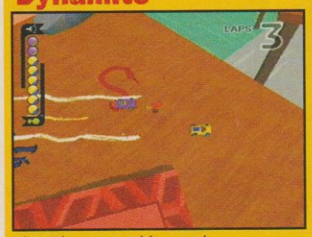
Flies straight but bounces off the scenery. Go for off-the-cushion shots.

Mines



Laid in a narrow stretch of track these are deadly.

Dynamite



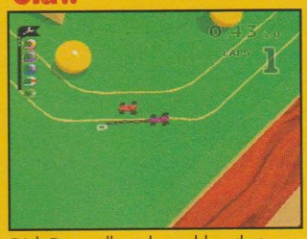
Fling this around but make sure it doesn't bounce off scenery on to you.

Turbo Boost



Gives you a speed boost and you can never have enough of that.

Claw



Dick Dastardly-style grabber that throws opponent behind you.





A large dog and some tiny cars. Blimey, it's Toy Story all over again.

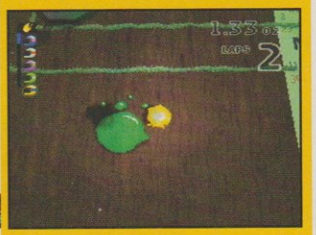
Scenery



You won't be seeing this as one of Virgo's trick shots on Big Break.

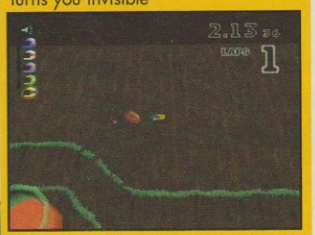
Green Liquid

Turns you into a fire ball



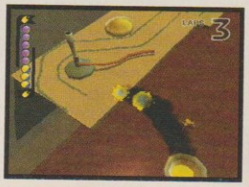
Red Liquid

Turns you invisible



Milk

Slows you right down



Plenty of weird and wonderful liquid here.



Copy prize cars

Want to share your prize cars with your mates or, more likely, copy a friends prized collection when he nips to the loo? Thought you might. Go into Keepsies mode (via the Party Play route) and load up a character, any character and then the one with the stock of cars. We could probably do with an example at this point to explain the rest of this cheat. Say you load Jethro and Bonnie. Select a top car for Jethro (the hot rod's pretty fast) and any vehicle for Bonnie. Race on any track and make Bonnie win. Then instead of racing again choose No More Races and select the Update Characters option. Allow Bonnie's record to be updated but when it comes to Jethro press cancel and make sure you remove the memory card. You'll now find that Bonnie is the proud owner of a Hot Rod and Jethro gets to keep his too. Now it's time for a real race.



THE Authority in PlayStation Gaming

PlayStation Power

Always first with the hottest information, this month *PlayStation Power* exposes Sony's new blockbusters, *Crash Bandicoot 2* and the stunning *Rapid Racer*. DON'T MISS IT!



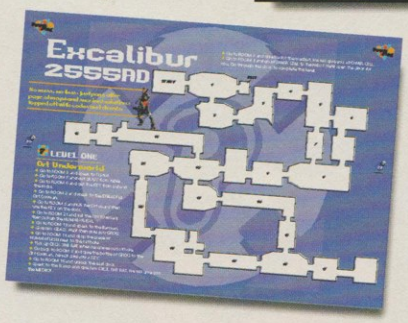


FREE!

Every month *PlayStation Power* carries a FREE 68-page full-colour tips bible containing as many tips as the so-called tips mags!









This month it's packed with huge guides to *ISS Pro*, *Excalibur 2555*, *Suikoden* and *Rage Racer*, along with countless cheats and competitions!

ON SALE NOW!

TIPS THIS ISSUE:

Super Puzzle Fighter 2 Turbo
ID4
Lost Vikings 2
Need For Speed 2
Spider
Wave Race 64
Die Hard Trilogy
Street Racer
UMK3
Shining Wisdom
MDK
Theme Hospital



It's time to banish those gamesplaying blues for any mortals lucky enough to be picked out of my post bag. This month, it could be you...

consoletationzone

PLAYSTATION

SUPER PUZZLE FIGHTER 2 TURBO

Dear Gamesmaster
That *Super Puzzle Fighter 2 Turbo*? Difficult isn't it? Even to one as great as yourself. I was wondering if there are any cheats around that could help me out.
Jason Markhill, Dundee
Pah! I usually laugh in the face of difficult, but yes, even my mighty brain has been slightly troubled by Capcom's falling gems. I said slightly. Anyway Jason, here's a stage select for you. Hold L2, R2 and Select and choose your handicap. While still holding L2, R2 and Select press one of these: Sakura – ▲, Chun Li – ▼, Felicia – ●, Hsien Ko – ✕, Devilot – R1, Ryu – ◀, Ken – ▶, Akuma – L1, Dan – No button, Morrigan – ■, Donovan – ●.

INDEPENDENCE DAY

Dear GamesMaster
I know you didn't like it very much but I would still be grateful of some cheats for *Independence Day* because I'm not doing very well at all. Give it to me straight, big man!.
RP Fallon, N. Ireland
Why, you cheeky young scamp. Big man indeed! For some reason I've decided to help you with this little lot.
Enter the player name GO POSTAL. Exit the game select screen and quickly enter ◀, ▶, ●, ●, ▲, ▲, ▼. This will give you access to a cheat menu with weapons, fast reload and damage bonus options. To become invincible access the additional options menu and on the password screen and enter LIVE FREE. You can now adjust the invincible section on the options screen. using the same method enter FOX ROX to select a city or MR HAPPY to choose a different aircraft. Those aliens just don't like it up 'em y'know.



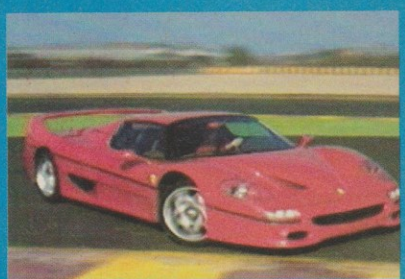
LOST VIKINGS 2

Dear GamesMaster
I'm having great difficulty with *Lost Vikings 2*. Any chance you could sort me out with some passwords, or even better a cheat?
Mr P Hill, Staffs
OK P. Try this. For infinite energy for your nordic blunderers go to the password screen (select Load Game) and enter CH3T. You'll now have infinite energy and all 31 levels ahead of you.



NEED FOR SPEED 2

Dear GamesMaster
I've got a problem with *Need For Speed 2*. Simply, I've completed the game but haven't got any cash to buy anything else. Are there any cheats to squeeze a bit more gameplay out if it.
Jon Leason, Walsall
I've shaken the game vigorously and guess what fell out? To get an extra car enter the password LILZIP. You'll win the tournament and get the Ford Indigo. You can then belt round an extra track in it. Enter SHOTME to access the Monolithic Studios course.



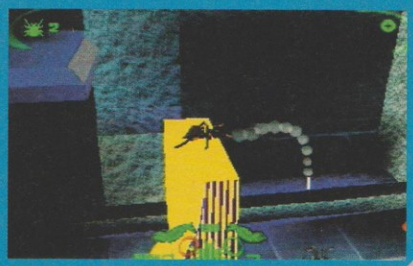
SPIDER

Hello GamesMaster
I'm stuck on the last stage of *Spider* – the Evil Lab level. Do you know the passwords for it?
Paul Vine, Sussex

I not only know them but, in the kind of display of generosity for which I'm famed, I've decided to give them to you here and now.

Circuit Board	Q7KB3Y1LDRTQD3LCQSR3
Lab Top	R7KB3Y118H56T1WTY4R4
Hard Drives	S7KB3Y118H561TCQSR3
Brain's Folly	T7KB3Y1118H56T1FNY4R4
On the Ceiling	T7KB3Y118H56T1TC4LD1
Kip's Bonus	68KB3Y118H56T151P6C4
Brain Boss	68KB3Y118H56T1TMVM35





SATURN

DIE HARD TRILOGY

Dear GamesMaster

Could you help me on *Die Hard Trilogy* on the Saturn? I was wondering if there were cheat codes as I can't get past level four.

Dean White, no fixed abode

At the copyright screen, press C, A, B, B, Y, C, A, B, B, Y. To access the cheat menu, pause the game and select CHEAT. You can also ride in a baby's



pushchair! Make your way to the rain level in the third game. As soon as you can drive, perform a 360° turn. A police car will pass you. Follow the rozzer until you reach a parking lot. You'll then find an extra life and a baby stroller you can ride.

STREET RACER

Dear GamesMaster

Please help me with *Street Racer* on the Saturn. To be honest, I'm bored of it.

Martin Oliver, London

This should throw a bucket of cheat water over your tired face, Martin. To get all the leagues and even a rabbit pilot, enter your name as TURGAY. UbiSoft's kart-em-up should now be humbled in your presence.

ULTIMATE MORTAL KOMBAT 3

Dear GamesMaster

I need some help on *Ultimate Mortal Kombat 3* for my trusty Mega Drive. I know you've printed cheats before but is there any chance of doing it again, if you know what I mean.

Craig Miller, Edinburgh

I know just what evil cheating thoughts you've got in mind. So here are the *UMK3* tips you desire. To play as Human Smoke, as player one do, er, this: After selecting the robot hold Left + HP + Block + HK + Run. You can also get a debug menu by entering this Ultimate Code. At the title screen hit C, Right Shift, A, Z, Y, C, Y, Right Shift, A, X. Now hit Up on the main options to reveal the special question mark.

SHINING WISDOM

Dear GamesMaster

I am Nicola Thompson and I am 10 and a half. I'm stuck on *Shining Wisdom* in the Jum Labyrinth. Please please can you help me? I'm your no.1 fan you know!

Nicola Thompson, Widnes

Flattery will get you everywhere, young lady. So take this small but ever-so-perfectly formed piece of advice with my compliments.

Why not try digging in the patch of yellow sand that is second from the top of the screen on this stage. This should yield something that will definitely help you on the rest of your quest Nicola. Now run along, and good luck to you, my dear. Ah, if only they were all this nice.

N64



WAVE RACE 64

Oi, Baldy!

I mean your great slap-patched-ness, could you pleeease tell me how to ride the dolphin in *Wave Race 64* (as I'm almost totally cack at it). I'm desperate for the knowledge of the fishy.

Mr Totally Stuck, My house

You'll be Mr. Totally Dead unless you learn some manners young 'un. There's always one rude tyke who ruins it for everyone else and this month it's YOU! Still, much against my better judgement here's how to ride that dolphin ragged. In Stunt Mode go to Dolphin Park, ride through all the rings and perform the following tricks: handstand, backwards spin, stand with backflip, single backflip off ramp, dive off ramp, barrel roll off ramp in both directions.

Now if everything has gone according to plan you'll hear a strange squeaking sound when you cross the finish line. Now select Championship Race, Normal Mode. Hold down on the analogue stick when selecting your racer and on Dolphin Park you'll be be astride your little smiling mammalian friend.

MEGA DRIVE

ULTIMATE MORTAL KOMBAT 3

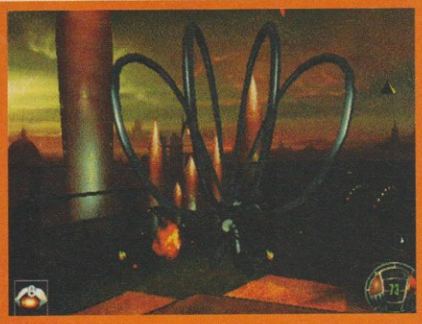
Dear GamesMaster

Please, please help me with *UMK3* on the Mega Drive. I need to know some cheats and secrets for this excellent game as soon as possible.

Jamie Elkins, Bristol

Tsk. I've already told you how to access a cheat menu in issue 55 (press A, C, Up, B, Up, B, A, Down on the main menu) but here's some more oh so secret stuff for all the Kombat freaks out there. To access a bonus stage, first beat the game as any character. When the green lightning is coming out of the Shao Kahn Tower enter the game as a second player. You will be transported to a special stage where you're floating in the air and can't jump. And for everyone lusting after lists of fatalities, brutalities, friendships and babalities, how about this. Win an eight-on-eight tournament and, as usual, you're presented with a choice of treasures. Choose the skull and the game will show you all the finishing moves. It's as easy as that. And just before I leave for my mystic dimension of cheating how about witnessing some of those world famous brutalities. Plug in a second controller but play a one-player game. Lose deliberately and use some nimble thumbwork to hold Down on both controllers. Your opponent should kill you with a fatality or, even better, the limb arranging brutality. You have been warned.

PC



MDK

Dear GamesMaster
Thanks for printing the *MDK* tips in your Greatest Tips Book...5 but I could really use some cheats. Are you able to oblige?
Terry Web, Yeovil
As chance would have it, a fine batch of cheats for *MDK* have just been beamed into my behemoth of a brain by our best mates at Shiny. Go careful with them young Terrence as you can only use the cheats once per level. Type whichever one takes your fancy at any time when playing.
HEALME – 100% health
INEEDABIGGUN – Gatt power-up
TORNADOAWAY – Twister power-up
HOLOKURTISFUN – Decoy power-up
ILIKETOLOB – Mortar power-up
NASTYSHOTTHANKS – Homing sniper grenade power-up

THEME HOSPITAL

Dear GamesMaster
Could you help me out with *Theme Hospital*? I would be eternally grateful for some decent cheats to beat it.
Jake Simmonds, Bournemouth
If you've had enough vomiting, doctors and general illness here's a list of cheats to tame Bullfrog's Casualty-em-up.
Get more cash: Shift + C
Get all available machines on that level: Ctrl + C
Get all machines in the game: Shift + Ctrl + C
Earthquake: Shift + Q
Emergency: Ctrl + E
Create a patient at your mouse pointer: Shift + 1
Create a doctor with a specific skill: Ctrl + S
Change patient's disease and target room: Shift + I
Change patient's clothes: Shift + L



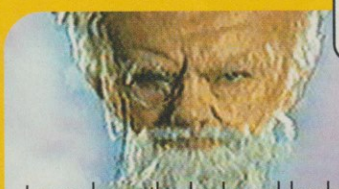
DIE HARD TRILOGY

Dear GamesMaster
You've printed cheats for the console versions, but what about a bit of help for us PC owners of *Die Hard Trilogy*?
Master J Fallow, Ipswich
I'm the only Master round here as you're no doubt fully aware J. But leaving such matters to one side here's the full list of cheats for Bruce's outing on the PC. Pause the game and enter the following
Die Hard:
REAR – Enemies with handguns shoot between their legs (don't ask us why)
RUDE – God mode
REDO – 50 grenades
REED – Fat mode
DEAD – Sacrifice to gods
10xA and 4xR – Skeleton mode
RUDDER – Infinite everything. Type once for shotgun, twice to get the P5 and so on until you get the lot.



Die Hard 2:
DARE – God
RUDE – Type it in once to get any gun and twice for God mode
DEAD – Skeleton mode
RELOAD – More grenades and missiles
Die Hard 3:
EOXOELXDL – Knocks cars further back and flips them over
LOROEAXAR – No turbo

consoletationzone



I may have the look and body of a weak and frail old man, but I have the gamesplaying prowess of a God-like being so if you're stuck on a game just use the earthling postal system.

write to:

HELP!
GamesMaster
Consoletation Zone
30 Monmouth Street
Bath
BA1 2BW

MOST WANTED
Your chance to vote for the game you most want to see ripped apart in these very pages. The game with the most votes will be the subject of our most intense investigation

Stuck? – On what, where?

.....

Give us your tips. Please. We might even give you a prize
Who are you? Where do you live?

.....

What machine(s) do you own/play?

.....

ISS64 & IssPro

Due to a minor technical glitch last issue (Robin poured his cuppa into a machine), some of our ISS 64 and ISS Pro tips were obscured. Here they are.

Strategy

All offence
Our strategy of choice is not the suicidal tactic you might suppose. Your team plays further up the pitch and more men get into the box. Hopefully, this will keep your opponent too busy to attack you.

All defence
Invites the opposition to pick a moment to try and get into your box. If you're using two strategies, you can switch from Defence to Offence when you get the ball for an extreme counter-attack strategy.

Centre attack
You simply attack along the centre of the pitch, primarily with the through-ball. Particularly ineffective against teams playing five at the back, as the central man just sweeps everything up.

Press up
A rarely used strategy that's actually fairly useful, if liable to spring the odd leak. Your defenders push up the pitch to meet any attacks, hopefully keeping the ball well away from your goal. A good passing side will have no trouble beating this.

Side attack
Your players head for the corners, where a telling high or through-ball will pick them out before crossing into the box. Effective with strikers who are good in the air.

Zone press
A crappy zonal defence system, where all your defenders seem to concentrate on the one attacker with the ball. This is like schoolboy football where everyone chases the ball. Your eager defenders will all be by-passed by one simple pass.

Counter-attack
When you get possession at the back, your strikers should start running from their markers and the midfield will pour forward. The secret is getting the ball up to your front men quickly, preferably with a spot-on through-ball.

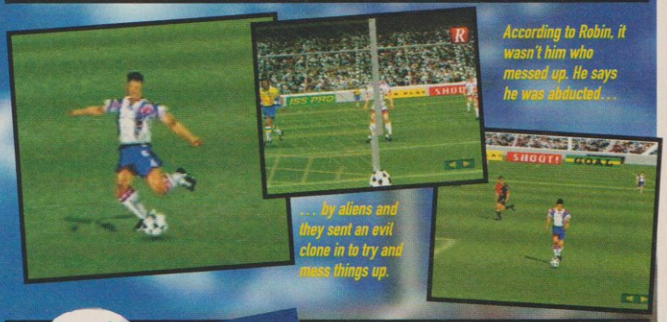
Offside trap
Your men push up as soon as a pass is about to be made to an opposition forward. Risky.

Man-Marking



ISS64 ONLY

Yes, you can mark players, but in practice this leaves gaping holes for the other opposition players to operate in. This can be effective against teams that are far better than you, however, if you mark a few of them.



According to Robin, it wasn't him who messed up. He says he was abducted...

... by aliens and they sent an evil clone in to try and mess things up.

Custom-Players

As well as customising names and looks, *ISS64* allows you to allocate a player's abilities. This is more useful than it sounds. For instance, why not try playing a 4-4-2, with a striker who's brilliant in the air, knocking the ball down to his partner who has an accurate shot?

ISS64 ONLY

Formations

Your choice of formation should be a personal thing, and everybody should experiment to find a winning mix. A number of things need to be considered. Possession is important, for instance. You need a decently inhabited midfield. Leaving only two in midfield may look like an attacking option, but in practice, unless you constantly play the long ball, you'll surrender possession and find yourself under pressure. Each area of the team needs to be balanced in this way. Here then, are our favourite formations from both games, and the way we play them...



4-5-1
The best counterattacking formation floods the midfield, hopefully controlling the game, while leaving a man up-front for those long through-balls. The best way to play this is to run one of your midfield players into the opponents' half, making up the numbers towards the goal. It's most effective with an aggressive strategy.

4-3-3
Ideal for getting men wide and crossing it in.

4-4-2
Offers a reassuring presence in midfield and a decent fist up front. Particularly effective if you have one striker who's very good in the air.





We have got to stop him watching the X-Files all the time.



Secrets service



With more codes than the FBI, it's no surprise to find Secrets Service is the place the stars are talking about. Louise Wener, Dale Winton, Martin Clunes – the list is endless. Even celebrities get stuck on a game and snacking on your buffet of sneaky delights is ideal for them. Why not get stuck in yourself?



DONKEY KONG COUNTRY 3

At the selection screen, press L, R, R, L, R, R, L, R, L, R and then enter code 'Lives'. You'll then have 50 lives.

Jason West, John Fordem

TOKIE

Invincibility Cheat:
On the title screen, press Up, A, Right, B, Down, C, Left and Start. You should hear a click if the cheat has worked.

BIO HAZARD BATTLE

Level Select:
On the title screen, hold C and rotate the D-pad around. If the cheat has worked you should hear a noise.

LION KING

Invincibility and Level Select:
Go to the options screen and highlight Sound Test. Now press Down, Up, Left, A, Right, Down.

Matthew Cox, Whitstable, Kent

THEME HOSPITAL

Fax Cheats:
To access the rat-shooting level (where you can use grenades and the like), on the fax machine screen, click on 7287, then click on the green button. The phone will ring, then when you complete the level you'll go straight there.
Again, at the fax, click on 24328 to access these cheats...
Loadsa Money – Shift+C
Research Completed – Control+C
End of Year – Control+Y
End of Month – Control+M
Level Select:
When running from DOS, type 'Hospital –LXX, where XX is the level you want to play on.

Jason, E-mail

TOMB RAIDER

For all the weapons, press and hold Shift and walk one step forwards, one step back, then jump backwards. Then, to skip a level, repeat the above process, but jump forwards at the end.

Tom Hepworth, Kingston, E-mail



BUSTER BUSTS LOOSE

Select Sub-Game Password:
On the Enter Password screen, enter this combination – Elmyra, Shirley, Calamity, Coyote.

Paul Watkins, Doncaster

DUKE NUKEM 3D

Cheat Codes:
Pause the game and type in the following...
God Mode – DNCORNHOLIO or DNKROZ
Weapons and stuff – DNSTUFF
Throws money – DNCASHMAN
Monsters hide – DNMONSTERS
Naked chicks everywhere – DNONLY
KIDDING BUT I GOT YOU EXCITED
Unlock doors – DNUNLOCK

Duncan Leishman, Uddington, Glasgow



DUKE NUKEM 3D

Cheat Codes:
Most of the above, plus...
All weapons – DNWEAPONS
All-non weapon items – DNITEMS
Walk through walls – DNCLIP
Steroids on demand – DNHYPER
Complete mission map – DNSHOWMAP

Tom Rees, E-mail

REDNECK RAMPAGE

Cheat Codes:
God Mode – RDELVIS
Everything – RDALL
No clipping – RDCLIP
Show map – RDSHOWMAP

Chris, E-mail

PANDEMONIUM

Password Codes:
Enter these on the password screen...
Invincibility – HARDBODY
31 lives – VITAMINS
Loads of extra hearts – CORONARY
Immortal enemies – EVILDEAD
Level Select – BORNFREE
Limitless special weapons – OTTOFIRE
Pinball screen when level finished – TOMMYBOY
Bonus screen when level finished – CASHDASH
Rotate screen (by holding L1+L2 and rotating D-pad) – TWISTEYE
Press R to swap characters during game – BODYSWAP

Gary Hadland, Edinburgh



PANDEMONIUM

Password Codes:
Most of the above, plus...
Level Skip – INANDOUT
Weird Stuff (during play, hold down L2 and press ◉) – THETHING
Cheats:
On level 1... as soon as you start, jump on the statue to get an ice power!
On level 2... collect all the treasure that you can see for speed greed!
On level 3... if you have fire power you can go down a hole near the beginning!
Hints:
When you turn into a turtle, press down to go into your shell.
On most levels use Nikki for her super jump (jump, jump!).

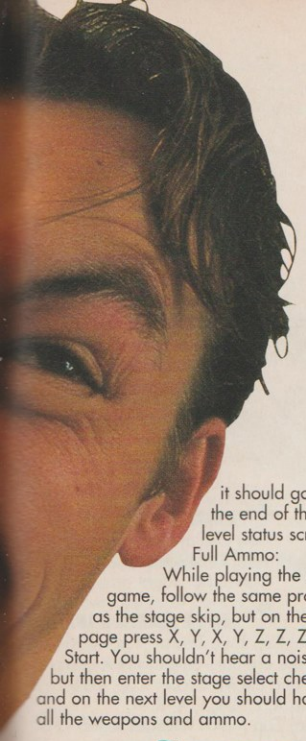
MARIO BROS 3

How to get a Warp Whistle:
1. On world 1, level 3, near the end is a white, rectangular block with a turtle on. Knock off the turtle and hold down until you fall behind the scene, then complete the level as normal.
2. On world 2, one of the boomerang brothers gives you a hammer, use the hammer on the top-right rock, there you'll find some fireball brothers, they give you the Warp Whistle!

Jordan Birch, Aylesbury, Bucks

TOMB RAIDER

Stage Skip:
While playing the game, pause and go to the last page of the passport. Press Z, Y, Z, Y, X, X, X, Start and you should hear a sound (like Lara's groaning). Now use the exit page of the passport as if you were leaving the game, but instead of going back to the title screen



it should go to the end of the level status screen.
Full Ammo:
While playing the game, follow the same process as the stage skip, but on the last page press X, Y, X, Y, Z, Z, Z, Start. You shouldn't hear a noise, but then enter the stage select cheat and on the next level you should have all the weapons and ammo.

NHL HOCKEY
Cheat Codes:
During the two-player intro, press the X, Y, Z buttons and Left and Right buttons simultaneously. Then, during the national anthem, press the following for different results...
BIG players – L and R
Midget fatboys – A and B
The gravity sink (puck goes into centre of ice) – A and X
Upside-down dudes – A, Y and Z
Bouncy puck – X, Y and R
Also, some codes can be combined, such as AYZ the LR.

SEGA WORLDWIDE SOCCER '97
Rainbow Kick – Left, Down, Down-Left, Down, Down-Right, Right+B
Joseph Horton, Heathfield, East Sussex

ADIDAS POWER SOCCER
General Codes:
Predator Kick – ▲+⊗
Overhead Kick – ▲+⊗ (when ball in air)
Handball – ▲+⊗ (only when a free kick is taken)
Mega Run – ●+●
Charlton Specialist – ●+⊗ (ball played to you)
Lob from the half way line – ● (press at the half way line)
Cantona Kick – ●+⊗ (in Arcade Mode)
Push Over – ▲+⊗ (in Arcade Mode)
Shirt Pull – ▲+● (only in Arcade Mode)
Power Header – ● (keep your finger on it while ball in air)
Volley Cross – ⊗ (press it as the ball is travelling to your other player, press it again and you're volleying)
Easy Goal – ▲+⊗ (go diagonally up or down in the other team's 18-yard box and press ▲+⊗)
Women Commentary – Press start and go to Audio, then press ●+●+L1+L2
Big Lob – ▲+⊗ (go well into the other team's area, turn around and do your stuff)
Lob and Score – ● (go to the second line after the half way line and press ●)
Ryan Rushton, Leamington

TOKYO HIGHWAY BATTLE
Maximum Money:
On the second controller, press and hold L1+L2+R1+Start+▼, immediately after the opening demo (when the chequered flag appears) until the title flashes and the letters finish flying in.
Extra Cars & Colours:
When you defeat Drift King, three more cars (Supea, NSX and GT-R) become available. Use one of those cars and defeat him again to activate a colour select. Go to the car selection screen and push R2 to change colours.

SONIC 3D BLAST
Cheat Code:
While playing, press Start and hold down either A, B or C and then Start again.
Tom Pike, Greenhithe, Kent

BOOGERMAN
End of Level Boss Codes:
Get yer snot rags around these cool codes.
Hickboy – Ghost+Goblin+Ghost+Spotty Monster
Revolta – Orange Monster+Goblin with axe+Goblin+Ghost
Flyboy – Boogerman+Red Monster+Ghost+Orange Monster
Deader Ant – Ghost+Red Monster+Orange Monster+Goblin with axe
Booger Meister – Spotty Monster+White Monster +Boogerman+Goblin with axe
Level Codes:
The Pits – Spotty Monster+Red Monster+Ghost+White Monster
Boogerville – Red Monster+Ghost+White Monster+Boogerman
Mucous Mountain – Goblin+Red Monster+Ghost+Orange Monster
Nasal Caverns – Goblin+Spotty Monster+Yellow Monster+Red Monster
Pus Palace – Spotty Monster+Boogerman+Ghost+Spotty Monster
Gary Stroud, Oxley, Watford

NIGHTS
Debug Mode:
At the Sonic Team logo, press A, B, Right, A, C, A, Down, A, B, Right, A. Then at the title screen, type Up, Down, Left, Right, A and Start. Highlight any of Elliot's dreams, then press X, Y, Z, Y, X, Start. Start the dream, press pause and type Right, A, Left, Left, Y, Start. Get 50 crystals and press Start (when Elliot, press Jump) and a menu should come up.

HEXEN
Every Cheat in the Game:
On the options screen, press Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B.

FIGHTERS MEGAMIX
Card Game:
Complete all of the 1-UP courses, apart from the last one. Go onto Training Mode and get over a 1000 OKs. The go onto the last course and select it by pressing the L shoulder button.
Michael Normington, South Hylton, Sunderland

COMIX ZONE
If you hold the action button down while standing still, Sketch rips a piece of paper off the comic, makes a paper airplane with it and throws it at the mutants and obstacles in his way (it kills them instantly!) but you have to duck to avoid it and it takes some of your health.
Tony Smithson, Durham

PORSCHE CHALLENGE
Cheat Codes:
Interactive Tracks – ◀+●, ▼+▲, ▶+●
Fish Eye – ●+▲+●, L1, L2, R2, R1
Mad Race – ▲, ◀, ▶+Select

LEGACY OF KAIN
Cheat Codes (enter during inventory screen):
Show FMV (for the unpatient gamer) – Left, Right, ●, ●, ▲, ▼, ▶, ◀, Select
Full Blood (for the morbid, like me!) – ▲, ▶, ●, ●, ▲, ▼, ▶, Left, Select
Full Magic (for Paul Daniels clones) – ▶, ▶, ●, ●, ▲, ▼, ▶, ◀, Select
'Stone Cold' Chris, Portsmouth

BEAVIS AND BUTTHEAD
Enter this strange code on the password screen to start the game with two concert tickets already in the bag:
ntbNh 65QnU dZcFT.

THEME PARK
Enter your name as ZARKON and you will start with a stack of money.

PITFALL
On the title screen, press Down, A 26 times, then Down again to access the old Atari 2600 version.

ROBOCOP VS TERMINATOR
Pause the game and press C, C, A, A, B, B, C, C, A, A, B, B. This will take you to a screen where you'll get 54 lives. It will show a weapon select on that screen. Pause the game and press what it says.

MORTAL KOMBAT 2
For a dullard-style cheat, press Left, Down, Left, Right, Down, Left, Left, Right, Right on the options screen, once the cursor is on Done. Do this steadily.
William Duxfield, Blundellsands, Liverpool

SONIC 2, 3 & SONIC AND KNUCKLES
Extra High Glide:
As soon as you hit a power-up, double-jump to get super height for your glide.
Paul Watkins, Doncaster, Yorkshire

MANX TT
To play as Dolly the sheep:
On the transmission select screen, input the following code: Up, Up, Down, Down, Left, Right, Z, Y. You should hear a sheep bleating, indicating that the code is active. The bikes exchange their motorised steeds for sheep with this bizarre code!
SuperBike Action:
The code to get all the Superbikes right from the beginning is as follows. On the race option screen (where you choose Arcade Mode, Saturn Mode and what-have-you), press the Left and Right shoulder buttons along with X, Y and Z. The SuperBikes should now be yours. Oh, the Sega bike is the best of the bunch, sorry Dolly! Baah...
Chris Gribbin, Middlesbrough, Teeside

F1
Cheat Codes:
Enter these codes on practice/qualify/race screen, holding down Select...
Buggy Mode – ▶, ▲, ▲, ◀, ▲, ●, ▲
Bike Mode – ▼, ▲, ●, ▲, ▶, ▲, ●, ▲
Lave Mode – ●, ●, Up, ▶, ▶, ●, ⊗
Gibberish Mode – ◀, ●, ▲, ▼, ▼, ◀, ●, ●, ●
Bonus Track – ▶, ●, ●, ▲, ▲, ●, ▲, ▶
After entering the last cheat start a single race and then quit out, return to select track and bonus track will be available.
Move Camera In-game:
▲, ●, ⊗, ●, ▲, ▶, ▼, ◀ activates the hidden view then hold down

L1+L2+R1+R2, using ▼, ⊗ or ● to move the view.
If you're on Buggy or Bike Mode and in Grand Prix, exit and continue for another weird car. Do all the above cheats quite fast – they will come up in the box at the bottom if done correctly.

DESTRUCTION DERBY 2
Start a racing championship and enter your name as MACSrPOO. Then choose practice or time trial and you can race any track or any bowl.

TOMB RAIDER
Hold down the Walk button when Lara pulls herself up and she'll do a handstand – when jumping, she'll dive.
McGill, Fife

THEME PARK
Enter your nickname as HORZA, then when you make your park press the following:
Extra Money – Ctrl+C
All the Rides – Ctrl+Z
All the Shops – Alt+Z
All the Trees, toilets etc – Shift+Z
Graeme Ogden, Manchester

BUBSY
Level Passwords:
Level 1 – JSSCTS, Level 2 – CKBGMM, Level 3 – SCTWMN, Level 4 – MKBRLN, Level 5 – LBLNRD, Level 6 – JMDKRK, Level 7 – STGRTN, Level 8 – SBBSHC, Level 9 – DBKRRB, Level 10 – MSFCTS, Level 11 – KMGRBS, Level 12 – SLJMBG, Level 13 – TGRTVN, Level 14 – CCLDSL, Level 15 – BTCLMB.
Laura 'Lara' Dixon, Burford, Oxford



DONKEY KONG COUNTRY
Go to the game select screen, highlight Erase Game and press B, A, R, R, A, L on the joypad. A noise will confirm correct entry. Then choose any game and you'll start off with 50 lives.
Laura Walsh, Cambridge

THE LOST VIKINGS
Go to the password screen at the start of the game and type MSTR, which takes you to the last level.
Simon Gridley, Cambridge

RETURN OF THE JEDI
Level Passwords:
Level 2 – RLGQMN, Level 3 – ZJLMRJ, Level 4 – LZLKJF, Level 5 – VTYMZX, Level 6 – QZNFPP.

PORSCHE CHALLENGE
Cheat Menu (and High Voices):
At the main menu, press ●, ▲, ■, ●, ▲, ■, ●, ▲.
Daniel Squires, Abertillery, Gwent

ULTIMATE MK3
Brutalities:
Cyrax – HP, HK, HP, HK, HK, HP, HK, HP, HK, HP, HK, LK, LP
Ermac – HP, HP, LP, BLK, HK, HK, LK, BLK, HP, LP, HP, LP, LK, HK, HK, LK
Jade – HP, LK, HP, LP, HK, LK, HK, LK, LK, BLK, BLK, HP, HP, HK
Jax – HP, HP, LP, HP, BLK, LP, HP, HP, BLK, HP, BLK, HP, LP, HP
Kabal – HP, BLK, LK, BLK, LK, LK, HK, LP, LP, HP, LP, LP, HP, LP, HP, LP
Kano – HP, LP, BLK, LP, HP, BLK, HK, HK, LK, BLK, BLK, HK, HK, LK
Kitana – HP, HP, BLK, HK, HK, BLK, LK, LK, BLK, LP, LP, BLK, HP, HP, BLK, LP
Kung Lao – HP, LP, LK, HK, BLK, HP, LP, LK, HK, BLK, HP, HP, HP
Liu Kang – HP, LP, HP, BLK, LK, HK, LK, HK, HK, LP, LP, HP, HP
Mileena – HP, LP, LP, HP, BLK, HK, LK, HK, LK, HK, HK, BLK, HP, LP
Nightwolf – HP, HP, HK, HK, LK, BLK, LK, BLK, LP, LP, HP, HP, LP, HP, HK
Noob Saibot – HP, LK, LP, BLK, LK, HK, HP, HK, LP, LP, BLK, LK, LK, HK
Rain – HP, HP, BLK, LK, HK, BLK, BLK, LK, LK, HK, BLK, HP, HP, LP
Reptile – HP, BLK, HK, LK, HK, BLK, HP, LP, LK, LK, HK, LK, BLK, LP
(can be performed while invisible)
Scorpion – HP, HP, BLK, HK, HK, LP, HK, LK, HK, HP, HP, LP, LP, HP
Sektor – HP, HP, BLK, BLK, BLK, HK, HK, LK, HK, LK, LK, LK, LP, LP, HP, LP, HP
Shang Tsung – HP, HP, BLK, BLK, LK, BLK, LK, HP, LP, HK, LP, BLK, BLK, BLK, BLK
Sindel – HP, BLK, LK, BLK, LK, LK, HK, BLK, HK, HK, LK, BLK, LP
Human Smoke – HP, HP, BLK, LK, LK, HK, HK, HP, HK, HP, HK, HK, LP, LK
Robot Smoke – HP, LK, HK, LK, HK, BLK, BLK, LP, LP, BLK, LP, LP, HP, LP, HP, HP, BLK, HP, BLK, BLK
(can be performed while invisible)
Sonya – HP, LK, BLK, HP, LK, BLK, BLK, HP, LP, BLK, HK, HK, LK
Masked Sub-Zero – HP, LP, HP, BLK, LK, LK, HK, HK, HK, LP, LP, HP, HP, LP
Unmasked Sub-Zero – HP, LK, HK, LP, HP, HK, HK, HP, HK, HP, HP, LP, HP, LP, HP
Stryker – HP, LP, HK, LK, HP, LP, LP, LK, HK, HP, HP, LK, LK, LK
Glen Phillips, Ipswich

COOL BOARDERS
On the board/character or course select screen, press and hold R1 and R2. This will cause the picture to spin faster and faster. Alternatively, press L1+L2 to spin the picture in the other direction (it works like the spinning car cheat in *Ridge Racer*).

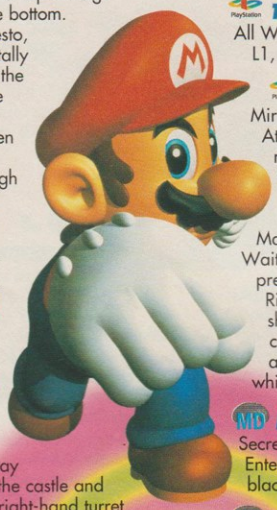
SOUL BLADE
More spinning fun. On the weapon select screen, tap R1, L1, R2 and L2 to spin the weapon in different directions (you have to keep tapping the buttons to keep the weapons spinning).

SOVIET STRIKE
Type in MIDNIGOIL as your password and you will be granted with infinite ammo, fuel and armour. it makes the game just a bit easier. Now go and blast some commie scum.

RETURN FIRE
This game has 18 levels with many stages (maps) in them. But, if you complete one stage from each level you'll get three extra levels (a 19th stage). Fear not – don't try to complete one stage from each level, just use this code to get all 18 levels plus the secret level 19, which is accessed by pushing Up when you're on level 18. The code is: Rabbit, Heart, Rabbit, Heart.
I Fitzpatrick, Aintree, Liverpool

VORTEX
Cheat passwords:
Infinite Ammo – WSVTQ
Level Select – CTGXF
Infinite Lives – JTTSJ
Indestructible – HVZSM
Jordan Sully, Newport, Gwent

SUPER MARIO 64
Ultimate Glitch:
Using the cannon in the castle's gardens, fire yourself to the top of the roof (you'll need to have collected the full 120 stars to reveal the cannon). Bop the winged cap box near Yoshi and quickly go back to the cannon. Aim as high as you can in the direction of the top of the castle – if you glide you should be able to make it to the top of the castle, or if not the second ledge down. Then run up the side of the castle and you should slip through and fall to the bottom. Then, hey presto, you've just totally buggered up the game and the only way to undo it is when falling, to go straight through the door and walk through the wall on your right (or Mazza's left).
Damian Gill, Hillfield, Solihull



SUPER MARIO 64
'Mysterious Death':
Make your way to the top of the castle and head for the right-hand turret at the back. Walk slowly onto the grey stone platform and get yourself as far as you can into the corner near the very thin wall and slowly walk off the edge so that you grab hold of it. After that, the idea is to time it right and swing Mazza so that his legs glitch into the wall as you pull him up. You'll know you've done it when the Lakitiu bro begins to descend down the castle wall and your cap disappears – at this point you mysteriously lose a life. You may need to do this a few times before it'll work, but the cheat is something you can do to say you're really good at the game and is well worth using to impress your mates!
'Glitchy Castle':
This cheat allows you to see the insides of the castle as they really are. As before, shoot yourself onto the roof of the castle and make your way to the very back. Now use the view buttons to change your view until you can see the glitchy innards of the castle, where you can now see a watery floor and well... try the cheat to see the rest.
Antony Woods and Richard Milham, Wolverhampton



UNIRALLY
View End of Game:
At the title screen, press Down, Left, Right and B.

SUPER MARIO KART
Special Cup Time Trials:
Enter the ordinary time trials, select a racer and the Mushroom Cup, then press L, R, L, R, L, L, R, R, A.
Special Cup Match Race:
Enter the above code and start a race in time trial. Press Start and choose Yes to give up. Start a two-player match race and Special Cup will now be selectable.

TUNNEL B1
All Weapons and Full Life:
L1, R1, L2, R2, ●, ●, ⊗, ▲.

BURNING ROAD
Mirror Mode:
At the start of a race, turn round to race around the track backwards. The other cars will follow you.

DAYTONA USA
Maniac Mode:
Wait for the Sega logo to appear and press Up, Up, Down, Down, Left, Right, Left, Right, A, B, C. You should hear a chime if done correctly and the letter 'M' will appear at the top of the screen while playing.

ROAD RASH 2
Secret Bike:
Enter this password code to get a black 230mph bike – 009N1V00

ROAD RASH 3
Special Passwords:
Go to the Set Passwords screen and enter 15S9 PU03. This will give you the top-of-the-range bike and $200,000 in hard cash.

COMBAT CARS
Level Select:
At the options screen, hold down A, B and C. When you press Start the word 'Cheat' should appear. Press Left and Right to choose your level.



SCREAMER 2
Cheat Codes:
All Tracks – MRTRK
All Championships – CHMPA
Bonus Car – TACAR
Bonus Car – TBCAR
Bonus Car – TCCAR
Bonus Car – TDCAR

THE NEED FOR SPEED
Race at Lost Vegas (Secret Track) – Tournament Password TSYBNS
Warrior Pro Supercar – L1+R1 at car select screen (in conjunction with the above code)
Race at Oasis Springs (Secret Track) – Press L1+R1 at Rusty Springs

TWISTED METAL
Cheat Code:
Press ●, ▲, ●, ● at any time and you'll be able to go against five other cars.

TWISTED METAL WORLD TOUR
Bonus Tracks:
Enter these codes at the track select screen...
Jet Moto – ▲, ▼, ►, R1
Rooftops – ▼, ◄, R1, ▼
Cyburbia – ▼, ▲, L1, R1

SEGA RALLY
Stratos Car:
On the main menu, press X, Y, Z, Y, X.
AM3's Top Driver:
Select time attack, choose any course and car then highlight 'Three Laps' and press X, C and Z simultaneously.
Robert Shale, No address supplied



CRASH BANDICOOT
Extra Lives:
On the Castle Machinery level there's a crystal that goes up from the start and you'll find 39 lives.
William Puddle, No address supplied

LOST VIKINGS 2
Level Codes:
Level 2 – ST3W, Level 3 – K3Y3, Level 4 – TRSH, Level 5 – SWIM, Level 6 – TWO, Level 7 – T1M3, Level 8 – K4RN, Level 9 – BOMB, Level 10 – WZRD, Level 11 – BLKS, Level 12 – TLPT, Level 13 – GYSR, Level 14 – B35V, Level 15 – R3TO, Level 16 – DRNK, Level 17 – YOVR, Level 18 – OV4L, Level 19 – TIN3, Level 20 – D4RK, Level 21 – H4RD, Level 22 – HRDR, Level 23 – LOJT, Level 24 – QBOY, Level 25 – HOM3, Level 26 – SHCK, Level 27 – TNNL, Level 28 – H3LL, Level 29 – 4RGH, Level 30 – B4DD, Level 31 – D4DY.



CYBERNATOR
Extra Continues:
On the title screen, hold L, R, Up and Start for six continues instead of three.
Lee Saxton, Clifton, Nottingham

LOADED
Cheat Menu:
Pause the game and highlight BGM Volume. Now for the tricky bit. Press and hold the Left Shoulder button, Z, B, X, C, and, with any spare fingers, the Right Shoulder button. After a few seconds the Cheat Menu should appear. If you need to call it up again, just press Start and the Left Shoulder button.

HARDCORE 4X4
Race Mother Truck:
Pause the game at any time and type in B, Left, A, C, C, A, Right. This should give you a big, black truck.
Race Using Tank:
On the Warzone course, pause the game and enter A, B, Right, A, C, A, Down, A, B, Right and A. This is a right laugh in Championship Mode because all of the other trucks turn into tanks as well and they all go at the same speed.
Race in Any Class:
Go to the Edit Names screen and enter your name as 'Novice' (remember to put spaces after it) and you can now access both Pro and Extreme.
Different Camera Angles:
Pause the game and type in Right, A, Left, Left, Y, Down, Up, Left, Left. When you un-pause the game, press X until you get the view that you would only usually get during a replay.
Last Lap:
Pause the game (again!) and type in Left (x3), A (x3), Left (x3), A (x3). If you hear a horn you should be on your last lap. Unfortunately, this only works when you're in first place.
Loads of Turbos:
When you run out of turbos, pause the game and type in C, Right, A, Z, Y, C, A and Right to get all your turbos back. You can do this as many times as you want.
Martin Butler, Wolstanton, Newcastle-Under-Lyme

MARIO KART 64
I purchased *Mario Kart 64* on the day it came out and had completed the 50cc courses in the first hour or so. While I was competing in the Sar Cup race on the Royal raceway course I noticed a road which went in the opposite way from the track. After you jump off the large ramp halfway round the course, you will see a yellow road which is on the right-hand side. Follow this road and you will come to the outside of Peach's castle which is featured in *Super Mario 64*. I don't think there is any point to this but it is an excellent diversion put in by the programmers at Nintendo.
Terry Brown, Midlothian



MORTAL KOMBAT 2
When in the Portal stage, uppercut your opponent and a man may appear singing, "Toasty." Press down and start before he disappears and you will find yourself fighting against Smoke.
Fionn Rodgers, Cork, Ireland

DONKEY KONG COUNTRY
On the select file screen highlight 'Erase Game' and press B, A, R, R, A, L and you will have an extra 50 lives.

ALADDIN
Press pause and the press A, B, B, A, A, B, B, A to get the level skip activated. Then press pause and A to make it work.
Arran Gilbert-Short Spalding, Lincs

TAZ: ESCAPE FROM MARS
Level Select:
At the Sega logo screen simply press A+B on controller one and B+C on controller two. You should hear a sound to indicate that the cheat has worked.

DYNAMITE HEADDY
At the title screen press Start and you will see a box with 'Start Game' and 'Options' on it. Highlight 'Start Game' and press C, A, L, R, B and press Start to access a level select screen. If you tap in the same cheat while highlighting Options you will see Headdy perform some of his animations.
Daniel Taylor, London

SONIC THE HEDGEHOG 2
Invincible Sonic:
Go to options and select sounds 19, 65, 09, 17. When that's done, go to the level select screen and choose 04, 01, 02, 06. Now start the game in one-player mode and collect 60 rings. If the cheat has been done correctly, Sonic should turn yellow.
Georgie Chester, Keighly

HEXEN
Hints:
The best character to play with is called Parias, a cleric of the church. When you pick him you will have to pick five different people to pick. The best of them all is the altar boy. The hardest of the five people is Pope.

When you fight the monsters, go backwards because you save energy and can still hit the monsters.

The hardest character to play with is Daedolon the Magician because you get killed faster than any of the other characters.

The best weapon of all the three characters is called the Arc of Death. daedolon has it and fires electrical energy from his hands. Try it and see how powerful it can be.
John Hamilton, Anstruther, Fife

DOOM 2
To access all the guns with full ammo for each type in IDKFA.
To access another level first type in IDCLEV and then type the number of the level that you require.
To walk through solid walls type IDCLIP.
To have yourself being torn up by a monster, yet not losing any health type IDDQD.
To make your map very useful either type IDDT once for just a map of the whole base or IDDT twice to get a map that shows the whole base plus the location of the monsters.
To access the invincibility mode type IDBEHOLDI.
To turn the lights on in a very dark room type IDBEHOLD.
Robert Steel, Knaresborough

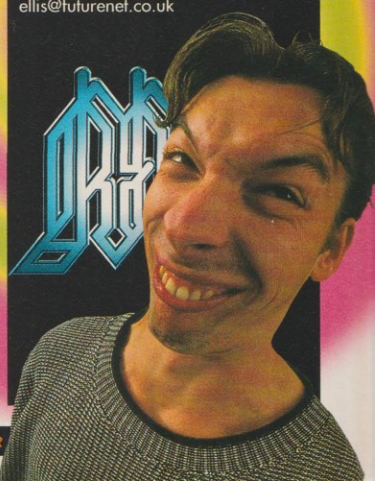


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48



The first in our series of tips books appeared on this issue. Our in-depth look at the development of FIFA '97 was matched by our hot-off-the-press news about Resident Evil 2 and Street Fighter 3.

49



Lara Croft goes through the GM review treatment and we take out first look at the mighty Wave Rave 64. With a Tekken 2 guide and a full report on the Japanese arcade show this issue is unmissable.

50



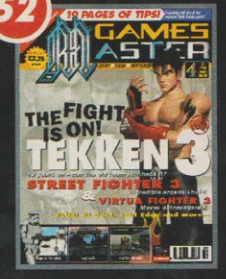
Our 50th issue special. We reveal the 50 best games of all-time and come up with a gamebusting guide to Wipeout 2097 in our 16-page tips section. Mario Kart 64 makes its debut in 64fan.

51



Our 1997 Tips Diary is an absolute must for any gamesplayer and it's free with this issue. We bring you a massive feature on Turok along with massive reviews of Red Alert, Virtua Cop 2 and DKC3.

52



In our fighting special we unveil the first pictures of Tekken 3 in all its glory plus bring you up-to-date on Street Fighter 3 and Virtua Fighter 3. If that isn't enough Soul Edge and KI Gold are here.

53



The N64 launch issue. All this year's games unveiled and our her-uge Turok review. Our massive tips section completely exposes Tomb Raider. 30 pages of reviews with Dark Forces on the PlayStation.

54



Our second free tips book arrives. Inside the mag you'll find the lowdown on Soul Blade, Manx TT and FIFA 64. The secrets buried deep in Super Mario 64 are exposed in our whopper of a tips section.

55



The tips books keep on coming. Here's the third. Earth-shattering exklusives on Mortal Kombat 4 and MK Mythologies rock the gaming world along with our hot arcade round-up.

56



Another free tips book and more hot exclusives. Tomb Raider 2, Fighting Force and Ninja from Core debut. X-Wing Vs TIE Fighter flies out while Turok gets busted in the tips section. Wow.

57



The latest free tips book plus a world exclusive first look at Batman & Robin. 18 pages of tips and a look at the consoles of tomorrow. Also a sneak look at Konami's awesome Metal Gear Solid.

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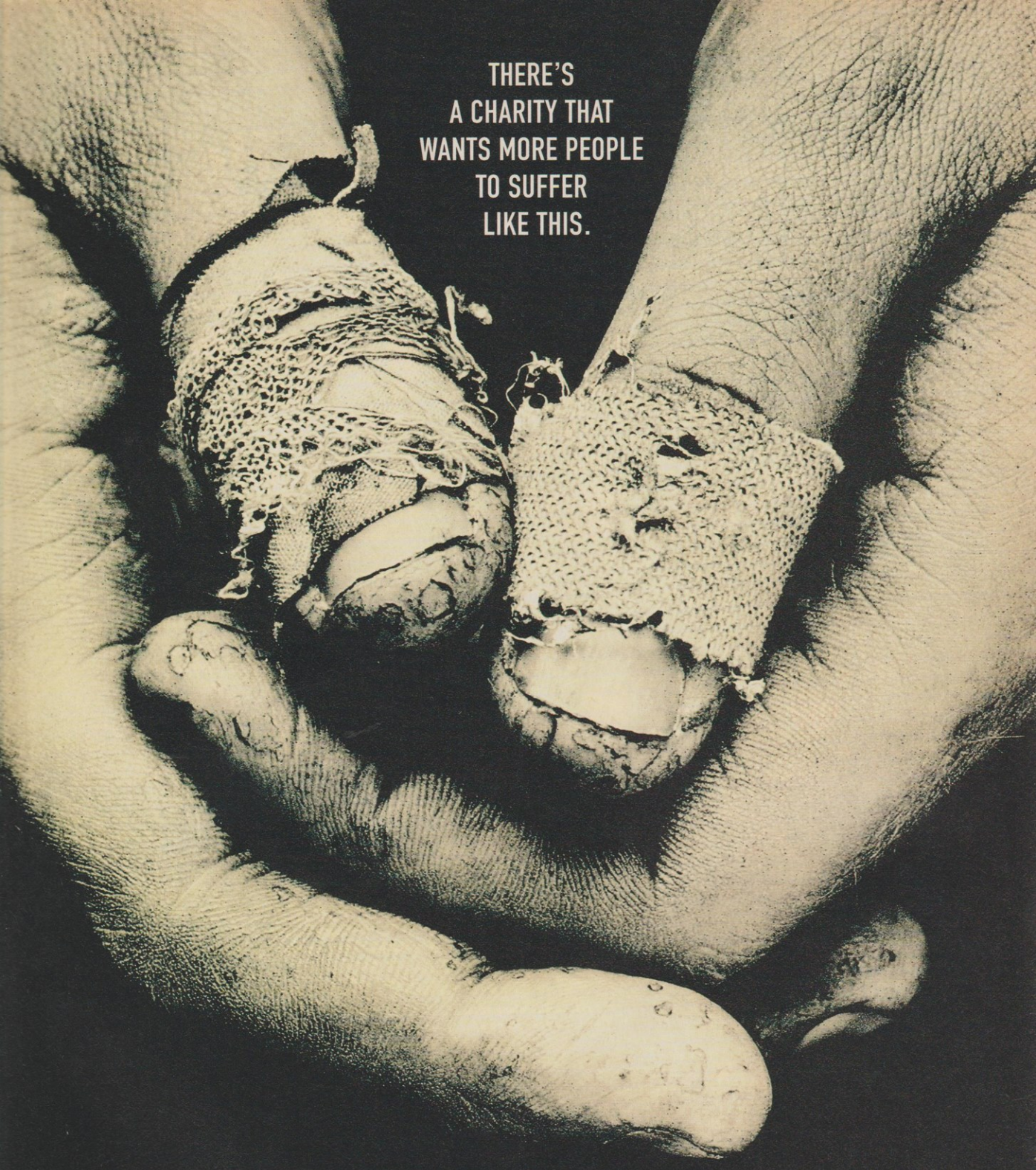
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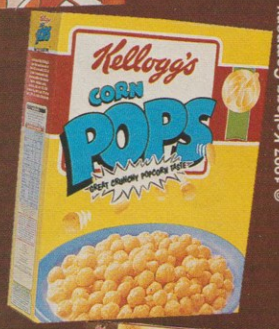
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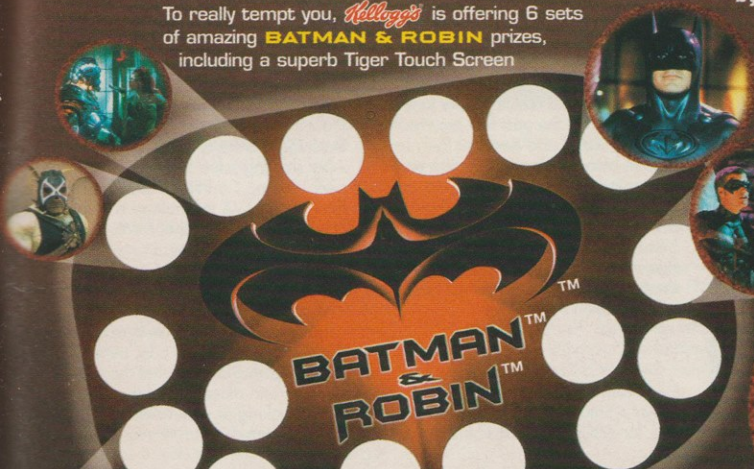
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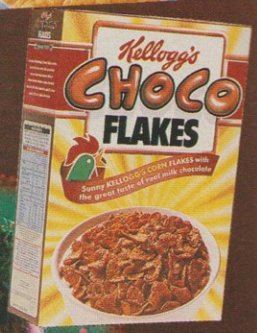
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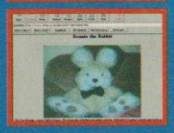
A month-by-month guide to the best of the Internet

The Net's proving a limitless source of toy-related freakishness. Here's some more. Yup.

There's something about toys that sucks the lunacy out of people. Action figures change for hands for crazy money, fetching, ooh, £11.50 or more, while soft toys take on lives of their own, reducing their 'owners' to mush-gushing gimmers.

And that's exactly what's happened to poor old Nigel and Heather. Their homepage – http://www.almac.co.uk/personal/robb/index.htm – has a selection of their soft toys, with descriptions of each. Mmm. 'Ronnie the Rabbit' has his own page, as do Pooky and Pooky junior, some stuffed bear/mouse or whatever – we really couldn't be bothered to pay much attention. "We live with Mama and Dada and the other toys in Larbert," spew the highly flammable fiends. "We like food. We especially like burgers, ice cream, pizza, chocolate, lasagne, biscuits and cakes. Our favourite vegetables are chips and deep-fried onion rings." Nigel and Heather, sheesh, they just crazy man, they just k-e-r-a-z-y!

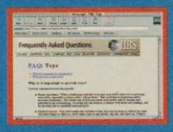




Perhaps even more disturbingly – more likely not – is the rubber duck fetishism that seems to be knocking about the World Wide Web. Head for Ducky16's Pond on the Web (http://www.geocities.com/Heartland/Plains/1651/) for a severe initiation into the sordid bathtime pastime of moulded plastic wildfowl fancying. With news reports and top duck pics, this is a site to behold. It. Really. Is.



On the subject of animals, why not take a gander HRS' way? The House Rabbit Society's homepage (http://www.rabbit.org/faq/sections/toys.html) provides all the latest information on toys for your hairy banana-eared friend. You don't want your buck-toothed carpet buddy getting depressed do you? THEN GET SOME TOYS IN. Jesus...



On a lighter note, The He-Man and The Masters of the Universe Homepage (http://www.awod.com/gallery/rwav/ctyner/he-man.html) is a right old giggle. There's plenty of details on the action figures from the cartoon series – oh how Chris longed to be Orko once again – as well as shots from the series and – yes! – more. Much of it.



And so we come to the end of our three-month trawl through the world of the on-line toy bods. We'll finish with one of the ultimate toys, the yo yo, and a diamond of a site – Yo For It! (http://socool.com/socool/yoforit.html)...



LIFE ON SATURN?

Dear GamesMaster
Why is everyone neglecting the Saturn – eg. no *Syndicate Wars*, EA with a possible PSX budget label, *MK Mythologies* on PSX, PC and N64, no *F1* or *Wipeout 2097* conversions or Namco with their *Ridge Racer* and *Tekken* series'. And where are *Micro Machine v3* and *Resident Evil*, eh? It's not like it's not up to the job or something.



Bullfrog say they canned *SW* because its sales wouldn't justify its cost. OK, I know there are more PSXs than Saturns out there, but it's a Catch 22, innit? Not as many people will buy Saturns if top games like the above aren't on it, but because there are fewer Saturns the cool software companies won't make the games.

Having said that, I must pay respect to Core (*Thunderhawk 2* and *Tomb Raider*) and of course Sega themselves (in issue 55, the 'game guide', seven of your 13 recommendations were from them). But please Mr Namco, Mr Psygnosis etc, if you're reading this – give us what we want! (God, I sound like a politician.)

Dominik Castello, Cardiff

Well Dom, you'll already have learnt from GM over the past few months that *Wipeout 2097* and *Resident Evil* are indeed both nearing completion on the Saturn (and *Micro Machines v3*'s on the way as well). But as you say, there is a bit of a Catch 22 situation going on here. Still, if you want to play the very finest Sega arcade conversions on a console, you'll just have to get hold of a Saturn.

PC COMPATIBLE?

Dear GamesMaster
I own a Saturn and I have been waiting for *Duke Nukem* to come out. I was wondering if *Duke Nukem* on the PC would work on the Saturn?

Anonymous

No. Only in your head.

SICK AS A PARROT!

Dear GamesMaster
I bought GM issue 56 and was very excited to see what *ISS Pro* would get. I turned straight to the page and was disappointed to see it only get 88%, whilst the N64 version got 95%. But yet, I was reading the charts (GM Office Top Ten) and *ISS Pro* was number one, the N64 version not even appearing in the top ten. Which one's better? And why only 88% when it's the office's favourite game?



Ben Meister, Bradford

The N64 version received a higher score because it's a better game. Simple. Disappointed with 88%? That's an exceptional score by GM's strict standards. *ISS Pro* was the most played game that month because 1. It's a fantastic game. 2. More than one person can have a go at once. 3. *ISS 64* had to be sent back to Konami.

PRICEY MMX!

Dear GamesMaster
After reading issue 56 I felt shocked after reading Carl Hurrel's letter about how good MMX technology is on the PC. Personally I feel that MMX is not that brilliant and it doesn't really make PC games a lot better than what they were before. I know that you can probably prove me wrong but this is what I feel and it is my own opinion. I think that consoles are a lot better for playing games on and that they're also cheaper and more value for money. When looking at such brilliant games as *Duke Nukem 3D* and *Worldwide Soccer*

AND REMEMBER

Open up...

- **YES** What's getting you riled?
- **YES** Do you disagree with the letters here?
- **YES** What you hope for the future of games
- **YES** What games you feel passionately about

Shut yer trap...

- **NO** Is Tekken 4 going to be any good?
- **NO** Tips – direct 'em to GM's Secrets Service
- **NO** Nintendo/Sony/Sega are really, really evil
- **NO** Can you do my G.C.S.E. coursework?



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1

2

3

And let us know which bit you didn't like this month (and why)...

Also, tell us which three areas of GamesMaster which you'd improve (and how)...

1

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AND DON'T FORGET YOUR NAME AND ADDRESS

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58

'97 on the Saturn and PC games like *Quake* and the new game *Moto Racer*, their graphics and gameplay are quite similar but there's one important difference. THE PRICE! The Sega Saturn is roughly £900 cheaper and plays a lot of good games just as well. I know you're thinking that a lot of people buy PCs for other uses such as writing and Internet capabilities, but soon Sega will be realising their Internet link cable which will then make the Saturn a much better console and should hopefully increase the sales of the Saturn throughout the UK.



Jon Whiting, Waltham Chase, Hampshire

Sorry to dump on your party there Jon, but Sega's NetLink won't be coming out over here. The reason's pretty obvious when you think about it: the problems of incompatibility between an American gamer with his NTSC software and a UK one with his PAL software are all too evident. So, despite earlier claims to the contrary, it won't be coming to the UK.

YOU WILD 'N' KER-AZY GUY!

Dear GM

Ever wonder what happened to the totally mad letters. The letters moaning about Dom's sexism from 13-year-old martial artists, or just letter sent in to talk or take the p**s? I wish people would send in all that stuff again.

1. Wouldn't it be cool if someone would spit in Howard Lincoln's coffee?
2. Be my friend.
3. Is there really a Santa Claus?
4. The Foo Fighters' new single rules.
5. How many loserish, testosterone-charged letters have you received about Cathy McKinnon?

Goodbye, and remember, I love you all (in a tough, masculine sort of way).

Nobody in Particular

P.S. I was the first person to use the word kinky.

The only point here worth bothering about is number 5. And, perhaps sadly, perhaps fortunately, our elf-like waif of an art assistant has yet to be on the receiving end of GM's readers' hot attention.

QUEUEING UP FOR A RUCK!

Dear GamesMaster

Thanks for printing my previous letter (about *MK3*). I was quite surprised to see the response it got.

Anyway, I'm writing in about *Killer Instinct Gold* on the N64. I'm not a really big fan of it, but it's been getting some bad press. It needs defending.

One of the criticisms thrown at it is about its gameplay and the fact that being all about combos makes it harder to get into. Well, that makes it good, because its complex combat system increases its replay value. Take the *SF* and *MK* games – you can learn maybe one or two special moves and that's it, you're an expert and you can complete the game on the hardest level.



However, in *KI* you have to spend time practising and learning the long combos, and although it takes a long time at least you're getting a long-lasting game for your cash.

A lot of people go around saying that in the *Killer Instinct* games you can bash the buttons and wiggle the joypad/stick and get a really good combo. Well, I really do beg to differ there. Sure, doing the latter may get you a triple (3 hit) or Super (4 hit) combo, but nothing more. If you want to pick on a game for being a button basher's game then (as much as I hate to say this) pick on *Street Fighter Alpha 2*. In that game it takes hardly any skill to get a 20, 30, 40 or even a 50-hit combo. All it takes is a quick slap of three buttons followed by repeated jamming on the punch buttons. While in *KI* (*1*, *2* and *Gold*), getting large combos requires proper joystick and button combos which need timing and mastering. Which is A GOOD THING!



I prefer games like *SFA2* and *Tekken 2* to the *KI* games, but I do consider *KI* to be one of the only fighting games where the pro player is justly rewarded from learning the combos rather than just bashing the buttons. I rest my case!

Daniel Factor, Leyton, London

We reckon you're going to have stirred up a bit of a hornet's nest there Daniel. Surely beat-em-ups are all about two-players slugging it out on-screen, something which the more focused, slimmer special move count of *Street Fighter Alpha* is suited to, some would argue. Let's wait and see shall we?

JEEZ LOUISE, I LOATHE CDS!

Dear GM

As an N64 owner since launch day, I have grave concerns about the machine's future, which seems likely to continue alongside Sony's PSX2 and Sega's Black Belt with the addition of a Disc Drive.

The reason is because I absolutely HATE CDs. They're so fussy! Get the slightest bit of dust on them and the damn things won't function. With cartridges, on the other hand, they endure the works and still, er, work. Also, they're less flimsy, and when you compare cartridge-based N64 games to CD-based PSX/Saturn ones, it's clear that there's nothing CDs can do that cartridges can do better.



Also, and more importantly for Nintendo, it's well-known that add-ons don't sell if you look back in history. Examples include the Mega Drive's CD add-on (flop) and the NES' flop of a floppy disk add-on.

Besides, if Nintendo WANT CDs, then why didn't the N64 start off CD-based? It's like launching a machine in two halves, for crying out loud!
Daniel Arnold, Chesham, Bucks

Dan, man, CDs do have a few advantages over carts – FMV and CD quality sound (surprisingly) being just two. They're also a cheaper medium to store loads of data on and as a result generally cheaper to buy. As you probably know, rather than being a CD disc drive, the 64DD plugs into the EXT port of your N64 and takes 64MB disks the size of PC disks, only twice as thick. The intriguing thing is that the disks are both readable and writeable, allowing you to save customised data to them. Information will be transferred at a speed of one MB a second (the PlayStation and Saturn both transfer at a speed of 300kb a second), with a 'burst access' approach. This means it's likely to be a bit of a turd to work with as far as FMV goes, but will allow epic 3D polygon jazzery to fluff up your eyes. So to speak. At this stage, who knows what it's future will be, but with its flexible nature, it's sure to prove much more than a stinking pig of an add-on.

COMPENSATE ME!

Dear GM
I was unable to get my N64 on its release date but managed to pick one up on the 7th March, only to find eight weeks later this huge price drop. Now, to add insult to injury, they tell us that they offered a compensation package. But we won't get anything as it only ran from the 1st of May to 25th May. And what did this compensation package consist of? A memory pak (£20), a control pad (£30) or a game (£60). WOW! Really generous of you THE Games, hope it eased your consciences. Do the decent thing, compensate us all. But let us know this time.
D. Jay, Ipswich

Have a gander at the following letter...

SHUT IT, YOU SPOILT BRAT!

Dear GM
What the miff-biffing, spud-loving, baby-crying blazes is going on with all these N64 owners? Well, I don't mean *all* of them, just the arrogant, spoilt, inconsiderate ones, who say "We want compensation!".

What about those who bought a Saturn at £130? Or at £200 or £300? Or people who bought a PSX at the same prices? You don't see car owners doing the same thing when their four-door hatchback goes down to £7,559 on the road? Price-drops are something we'll always have to put up with. I bet people who want compensation are the ones who ran to Dixons like frisky monkeys on launch day.

Another thing that annoys me is all these companies claiming to be the 'fastest-selling' or 'biggest selling' or whatever. Why don't we have all consoles at the same price, then we'll see who the best company is.
Ed Garland, Sale, Cheshire

The views expressed in the previous letter sum up the kind of attitude you're obviously annoyed with. It's better for all concerned that the price of an N64 dropped, but you can appreciate the reason gamers are hacked off. The N64 took so long to get here that people began saving up months before its release. So, a few weeks later, when the price plummetted, people who'd bought one at full price were understandably annoyed. Still, at least they got to play *Super Mario 64* before their mates.

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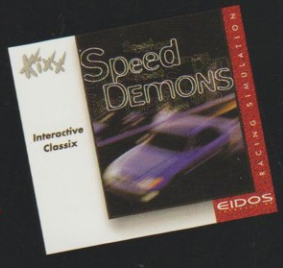
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